

# Wungiel

A kind of an inverted Diamond template where you'll first encounter the Als separating you from the opponent and then the treasure zones.

Combat limited to 28 turns

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## Pack Options

### Settings

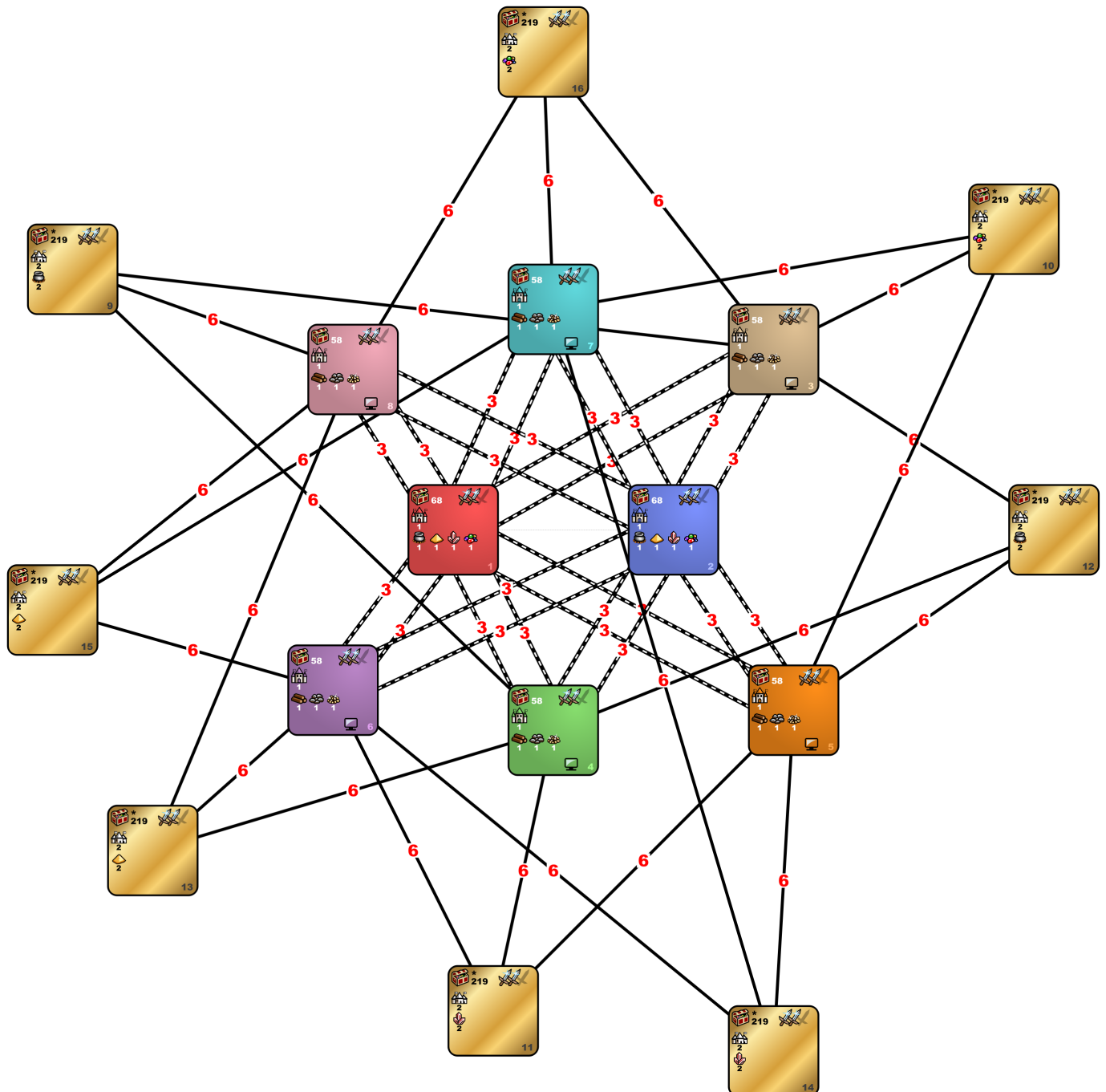
- Size: L+U
- Human Players: 2 or 4
- Computer Players: 6 (if 2 humans) or 4 (if 4 humans)
- Teams: no
- Roads: Average
- Water: no
- Monsters: Strong
  
- Tournament Rules: on
- PvP Neutral Combat: off
- Simultaneous Turns: no
- Timer: 5:00-2:00-01:00
  
- Trade: Either roll for Towns and Trade or leave Factions random. Definitely Trade for Color.
  
- Difficulty: 160%
- Starting Bonus: Unrestricted Choice
- Starting Hero: Unrestricted Choice
- Handicaps: no
  
- Restarts: At most 1 per team on 111. But 0 restarts recommended.
- Technical Restarts: Only if some human player is getting eliminated on day 1 before getting a turn.

But you can agree to play without this rule. After all, Luck is also a skill.

**Technical details about the Template Pack that you can get from the Template Editor (scroll down for graphs)**

- Heroes allowed: Standard
- Starting towns: All allowed
- Max Battle Rounds: 28
- Hero Hiring is Enabled

## Wungiel 1v1



## Features

- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings

- Treasure

<i>Index</i>	<i>Zones</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>	<i>Min</i>	<i>Max</i>	<i>Density</i>
58	Computer zones	10000	15000	1	3000	6000	6	100	3000	12
68	Human zones	6000	8999	3	3000	6000	6	100	3000	12
219	Neutral zones	20000	30000	3	9000	20000	9	100	3000	9

- Terrain

<i>Zone</i>	<i>Terrain</i>
Starting zones	Same as Town
Neutral zones	All allowed

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 50%
- Monsters join only for money: Yes
- Monster / Plague weeks: Disabled
- Object Rules

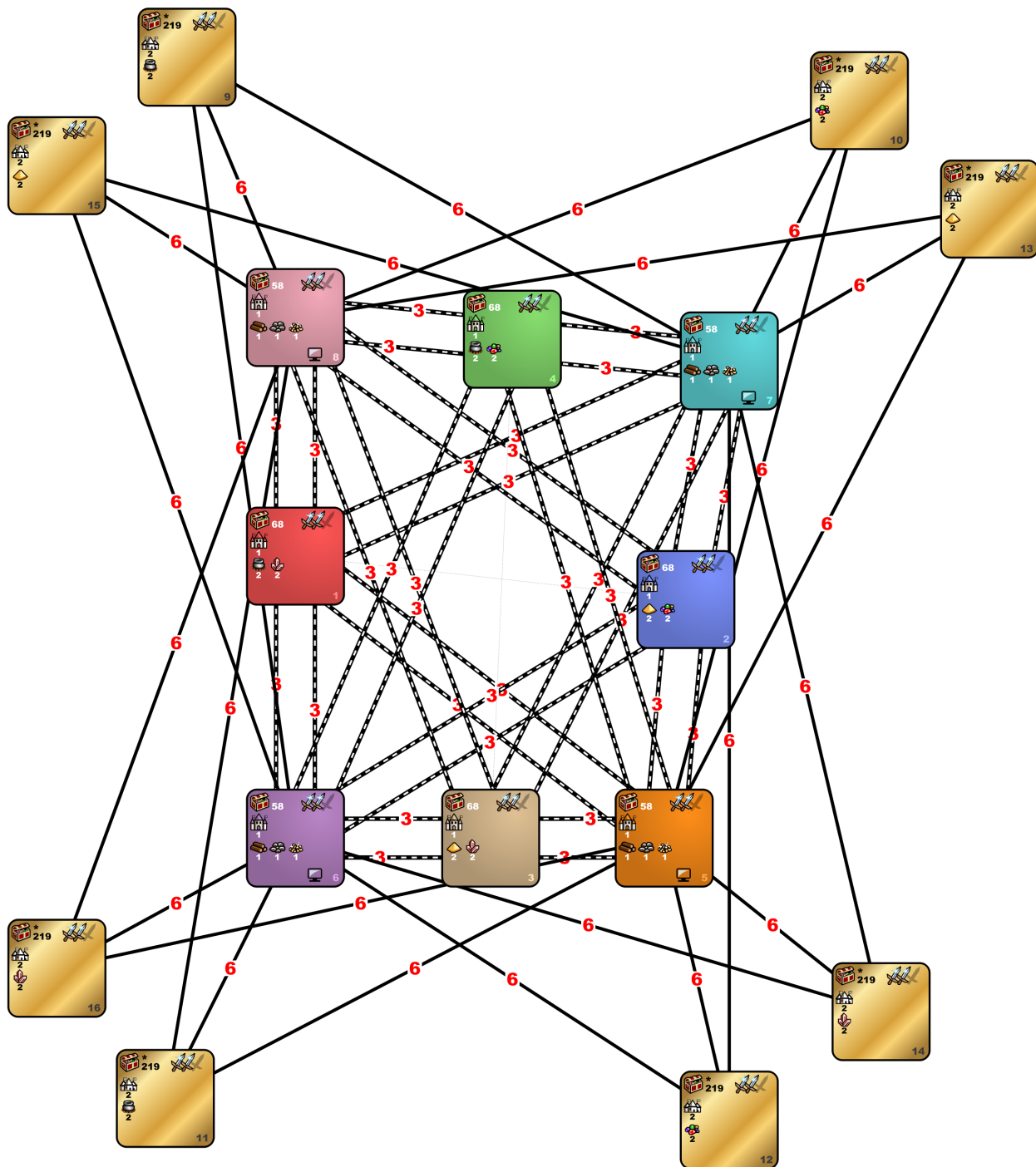
- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Enable / Edit	Dragon Utopia	default	200	1	default

- Neutral zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Dragon Utopia	default	200	no limit

## Wungiel 2v2



## Features

- Artifacts: Standard settings
- Spells: Standard settings
- Secondary skills: Standard settings
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
58	Computer zones	10000	15000	1	3000	6000	6	100	3000	12
68	Human zones	6000	8999	3	3000	6000	6	100	3000	12

219	Neutral zones	20000	30000	3	9000	20000	9	100	3000	9
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- Terrain

<i>Zone</i>	<i>Terrain</i>
Starting zones	Same as Town
Neutral zones	All allowed

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition: Hostile (4–10)
- Monsters joining percent: 50%
- Monsters join only for money: Yes
- Monster / Plague weeks: Disabled
- Object Rules

- Global Rules

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>	<i>Max on Map</i>
Enable / Edit	Dragon Utopia	default	200	1	default

- Neutral zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Dragon Utopia	default	200	no limit