

mt_Walkower

Singleplayer: Red allies with Blue, other 6 AIs together

PvP: Alliance with AIs on opponent's level

Average water, no roads, 130-200%

Pick heroes for Red and Blue (can be from different towns)

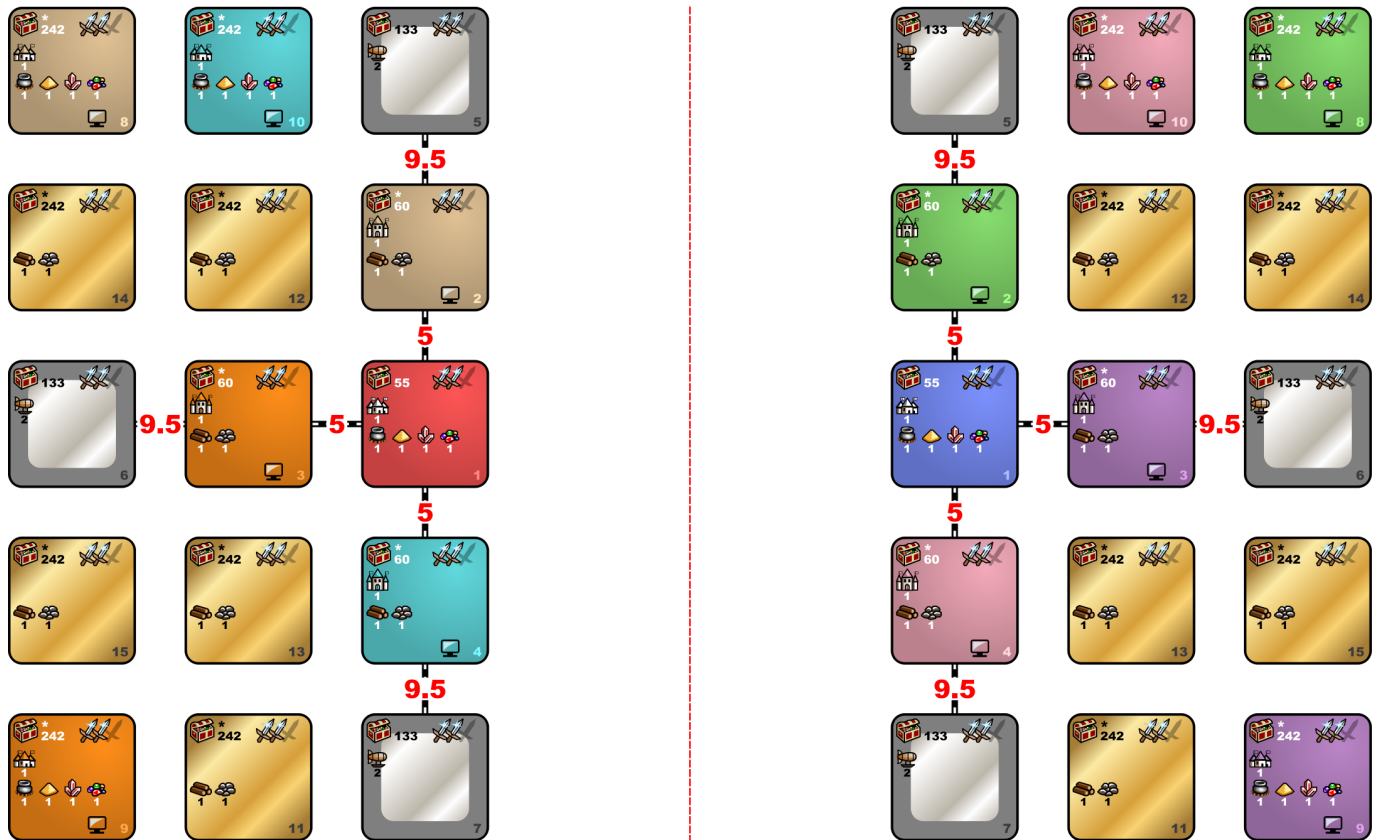
Max 42 Battle Rounds

By Warzyw

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Find a way to get to the other level or surrender. Both of you if playing PvP.

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Features

- Size: L
- Enabled heroes: All
- Starting towns: All allowed
- Max Battle Rounds: 42
- Hero Hiring is Disabled
- Enabled artifacts: All except for Angel Wings
- Disabled artifacts: Angel Wings
- Disabled spells: Fly, Dimension Door, Town Portal, Magic Arrow
- 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>
55	Human zones	10000	15000	1	3000	6000	6	500	3000	9
60	2, 3, 4	10000	15000	1	3000	6000	6	500	3000	12
133	Silver zones	15000	20000	1	10000	15000	6	3000	6000	9
242	8, 9, 10, 11, 12, 13, 14, 15	20000	30000	1	15000	20000	6	10000	15000	9

- Terrain

<i>Zone</i>	<i>Terrain</i>
1, 2, 3, 4	Same as Town
5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15	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: Enabled
- 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>
Disable	Town Gate				
Enable / Edit	Ancient Altar	default	50	1	3
Enable / Edit	Griffin Conservatory	default	50	default	default
Enable / Edit	Dragon Fly Hive	default	50	default	default
Enable / Edit	Pirate Cavern	default	50	default	default
Enable / Edit	Spit	default	default	default	default
Enable / Edit	Ivory Tower	default	50	default	default

Enable / Edit	Experimental Shop	default	40	default	default
Enable / Edit	Wolf Raider Picket	default	35	default	default
Enable / Edit	Dragon Utopia	default	50	default	default
Disable	Prison — any amount of hero xp				
Enable / Edit	Cover of Darkness	500	20	1	no limit
Disable	Magic Well				
Disable	Redwood Observatory				

- Zones 8, 9, 10

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Town Gate	default	9999	1

- Golden zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Prison — hero with 0 xp	10000	9999	1
Enable / Edit	Town Gate	default	9999	1

- Zones 2, 3, 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Prison — hero with 2000 xp	1000	9999	3