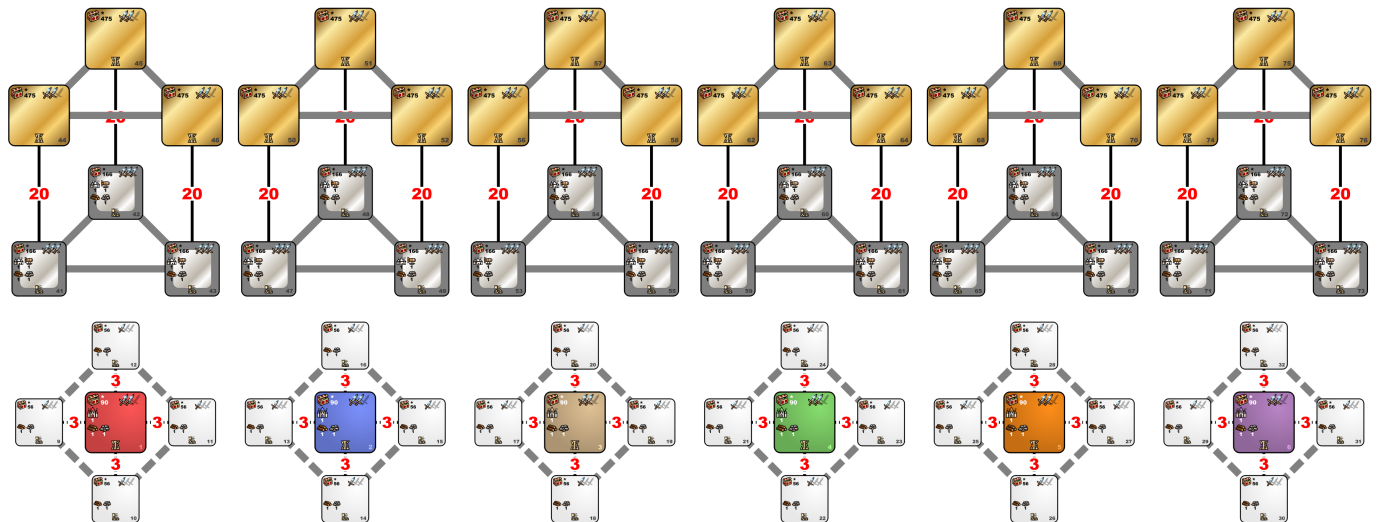# Treasure_Islands

Fight on water for the control of the Treasure Islands
Early on, you have to go sailing if you want any Rare Resources at all.
By Warzyw
Last update: 01.02.2024

## Treasure_Islands



## Settings

- Size: XL+U

- Human Players: 2-6

- Total Players: 6

- Teams: possible for more players

- Roads: Fast

- Water: Islands

- Monsters: Strong


- Tournament Rules: on

- PvP Neutral Combat: off

- Simultaneous Turns: 117

- Timer: 8:00-5:00-01:00


- Trade: Roll a pair of Towns, then separate Barters for Town and Color.

Then take turns selecting towns for the AIs, starting with the Trade loser.

All towns should be different.

- Difficulty: 160%

- Starting Bonus: Unrestricted Choice

- Starting Hero: Unrestricted Choice

- Handicaps: no


- Restarts: no

- Technical Restarts: no

**Technical datails 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: 99

- Hero Hiring is Enabled

- Enabled artifacts:Admiral's Hat

- Disabled artifacts:Titan's Gladius, Sentinel's Shield, Thunder Helmet, Titan's Cuirass, Sandals of the Saint, Celestial Necklace of Bliss, Lion's Shield of Courage, Sword of Judgement, Helm of Heavenly Enlightenment, Dragon Scale Armor, Crown of Dragontooth, Angel Wings, Orb of the Firmament, Orb of Silt, Orb of Tempestuous Fire, Orb of Driving Rain, Tome of Fire Magic, Tome of Air Magic, Tome of Water Magic, Tome of Earth Magic, Boots of Levitation, Golden Bow, Sphere of Permanence, Orb of Vulnerability, Cape of Velocity, Endless Sack of Gold, Sea Captain's Hat, Spellbinder's Hat, Shackles of War, Orb of Inhibition, Vial of Dragon Blood, Armageddon's Blade, Angelic Alliance, Cloak of the Undead King, Elixir of Life, Armor of the Damned, Statue of Legion, Power of the Dragon Father, Titan's Thunder, Bow of the Sharpshooter, Wizard's Well, Ring of the Magi, Cornucopia, Diplomat's Cloak, Pendant of Reflection, Ironfist of the Ogre, Trident of Dominion, Shield of Naval Glory, Royal Armor of Nix, Crown of the Five Seas, Wayfarer's Boots, Pendant of Downfall, Golden Goose, Horn of the Abyss, Plate of Dying Light, Sleepkeeper

- Enabled spells:Summon Boat, Scuttle Boat, Water Walk, Dimension Door, Town Portal

- Disabled spells:Fly, Chain Lightning, Meteor Shower, Fire Shield, Magic Mirror, Sorrow, Slayer, Counterstrike, Fire Elemental, Earth Elemental, Water Elemental, Air Elemental

- Secondary skills: Standard settings

- Treasure

| Index | Zones | Min | Max | Density | Min | Max | Density | Min | Max | Density |
|---|---|---|---|---|---|---|---|---|---|---|
| 56 | White zones | 6000 | 8000 | 3 | 3000 | 5000 | 6 | 500 | 2000 | 9 |
| 90 | Starting zones | 6000 | 8000 | 9 | 3000 | 5000 | 6 | 500 | 2000 | 3 |
| 166 | Silver zones | 15000 | 25000 | 2 | 10000 | 15000 | 5 | 6000 | 10000 | 8 |
| 475 | Golden zones | 60000 | 80000 | 2 | 30000 | 40000 | 5 | 15000 | 25000 | 8 |

- Terrain

| Zone | Terrain |
|---|---|
| 1, 2, 3, 4, 5, 6, 41, 42, 43, 47, 48, 49, 53, 54, 55, 59, 60, 61, 65, 66, 67, 71, 72, 73 | Same as Town |
| White zones | Sand |
| Golden zones | All allowed |

- No terrain rules

- All town types allowed

- Town rules

| Zone | Town rules |
|---|---|
| 41, 42, 43 | towns have same type as player towns of zone 1 |
| 47, 48, 49 | towns have same type as player towns of zone 2 |
| 53, 54, 55 | towns have same type as player towns of zone 3 |
| 59, 60, 61 | towns have same type as player towns of zone 4 |
| 65, 66, 67 | towns have same type as player towns of zone 5 |
| 71, 72, 73 | towns have same type as player towns of zone 6 |

- Monsters disposition: Hostile (4–10)

- Monsters joining percent: 50%

- Monsters join only for money: Yes

- Monster / Plague weeks: Enabled

- Object Rules

  - Global Rules

| Rule Type | Object | Value | Frequency | Max per Zone | Max on Map |
|---|---|---|---|---|---|
| Disable | Mermaids | | | | |
| Disable | Buoy | | | | |

| | | | | | |
|---|---|---|---|---|---|
| Disable | Flotsam | | | | |
| Disable | Jetsam | | | | |
| Disable | Fountain of Youth | | | | |
| Enable / Edit | Beholders' Sanctuary | 10000 | default | default | default |
| Disable | Temple of the Sea | | | | |
| Disable | Shipwreck | | | | |
| Disable | Derelict Ship | | | | |
| Enable / Edit | Vial of Mana | default | default | default | default |
| Enable / Edit | Sea Barrel | 750 | default | default | default |
| Enable / Edit | Sea Chest | 500 | 1 | no limit | no limit |
| Disable | any of Wood/Ore/Mercury/ Sulfur/Crystal/Gem/Gold | | | | |
| Disable | Random Resource | | | | |
| Disable | Campfire | | | | |
| Enable / Edit | Observation Tower | 3000 | 10 | default | default |
| Disable | Shipwreck Survivor | | | | |
| Disable | Shrine of Magic Incantation (Level 1) | | | | |
| Disable | Shrine of Magic Gesture (Level 2) | | | | |
| Disable | Shrine of Magic Thought (Level 3) | | | | |
| Enable / Edit | Spell Scroll — Level 1 | default | 50 | no limit | no limit |
| Enable / Edit | Spell Scroll — Level 2 | default | 50 | no limit | no limit |
| Enable / Edit | Spell Scroll — Level 3 | default | 50 | no limit | no limit |
| Enable / Edit | Altar of Mana | 3000 | 10 | default | default |
| Disable | Trading Post | | | | |
| Enable / Edit | Sirens | 750 | default | default | default |

- Zones 1, 2, 3, 4, 5, 6, 9, 10, 11, 12, 13, 14, 15, 16, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26,

27, 28, 29, 30, 31, 32

| Rule Type | Object | Value | Frequency | Max per Zone |
|---|---|---|---|---|
| Enable / Edit | Random Relic | 1000 | 80 | default |
| Disable | any creature bank | | | |
| Enable / Edit | Ivory Tower | default | default | default |
| Disable | Windmill | | | |
| Disable | Mystical Garden | | | |
| Disable | Prospector | | | |
| Disable | Wagon | | | |
| Disable | Lean To | | | |
| Disable | any warehouse | | | |
| Disable | Spell Scroll — Level 4 | | | |
| Disable | (Level 4) | | | |
| Disable | Quest artifact for Seer's Hut of any kind | | | |
| Disable | Pandora's Box with creatures of any kind | | | |
| Disable | Pandora's Box with spells — any kind | | | |
| Disable | Pandora's Box with gold — any amount | | | |

- Golden zones

| Rule Type | Object | Value | Frequency | Max per Zone |
|---|---|---|---|---|
| Disable | Pandora's Box of any kind | | | |
| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 1 | default | 100 | default |
| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 2 | default | 100 | default |
| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 3 | default | 100 | default |
| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 4 | default | 100 | default |
| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 5 | default | 100 | default |
| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 6 | default | 100 | default |

| Enable / Edit | Quest artifact for Seer's Hut with creatures of level 7 | default | 100 | default |
|---|---|---|---|---|
| Disable | Quest artifact for Seer's Hut with experience — any amount | | | |
| Disable | Quest artifact for Seer's Hut with gold — any amount | | | |
| Enable / Edit | Random Relic | 1000 | 100 | default |
| Enable / Edit | Griffin Conservatory | 20000 | 150 | default |
| Enable / Edit | Experimental Shop | 20000 | 100 | default |
| Enable / Edit | Random Major Artifact | 20000 | default | default |
| Enable / Edit | Random Minor Artifact | 10000 | default | default |

- Silver zones

| Rule Type | Object | Value | Frequency | Max per Zone |
|---|---|---|---|---|
| Disable | Pandora's Box of any kind | | | |
| Disable | Quest artifact for Seer's Hut of any kind | | | |
| Enable / Edit | Random Relic | 1000 | 100 | default |
| Enable / Edit | Griffin Conservatory | 20000 | 150 | default |
| Enable / Edit | Experimental Shop | 20000 | 100 | default |
| Enable / Edit | Random Major Artifact | 20000 | default | default |
| Enable / Edit | Random Minor Artifact | 10000 | default | default |