

Island_Hop

Islands, size XH, but don't expect much sailing.

Many zones, no connections and very easy access to control.

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with substantial advice from Valerin Bizonov.

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Settings

- Size: XH
- Human Players: 2
- Computer Players: 6
- Teams: no
- Roads: Fast
- Water: Islands
- Monsters: Strong
- Tournament Rules: on
- PvP Neutral Combat: off
- Simultaneous Turns: 114
- Timer: 21:00-8:00-01:30
- Trade: Roll a pair of Towns, then separate Barbers for Town and Color.

Then take turns selecting towns for the AIs (Blue starts).

Red selects the towns for Green, Tan and either Pink or Teal.

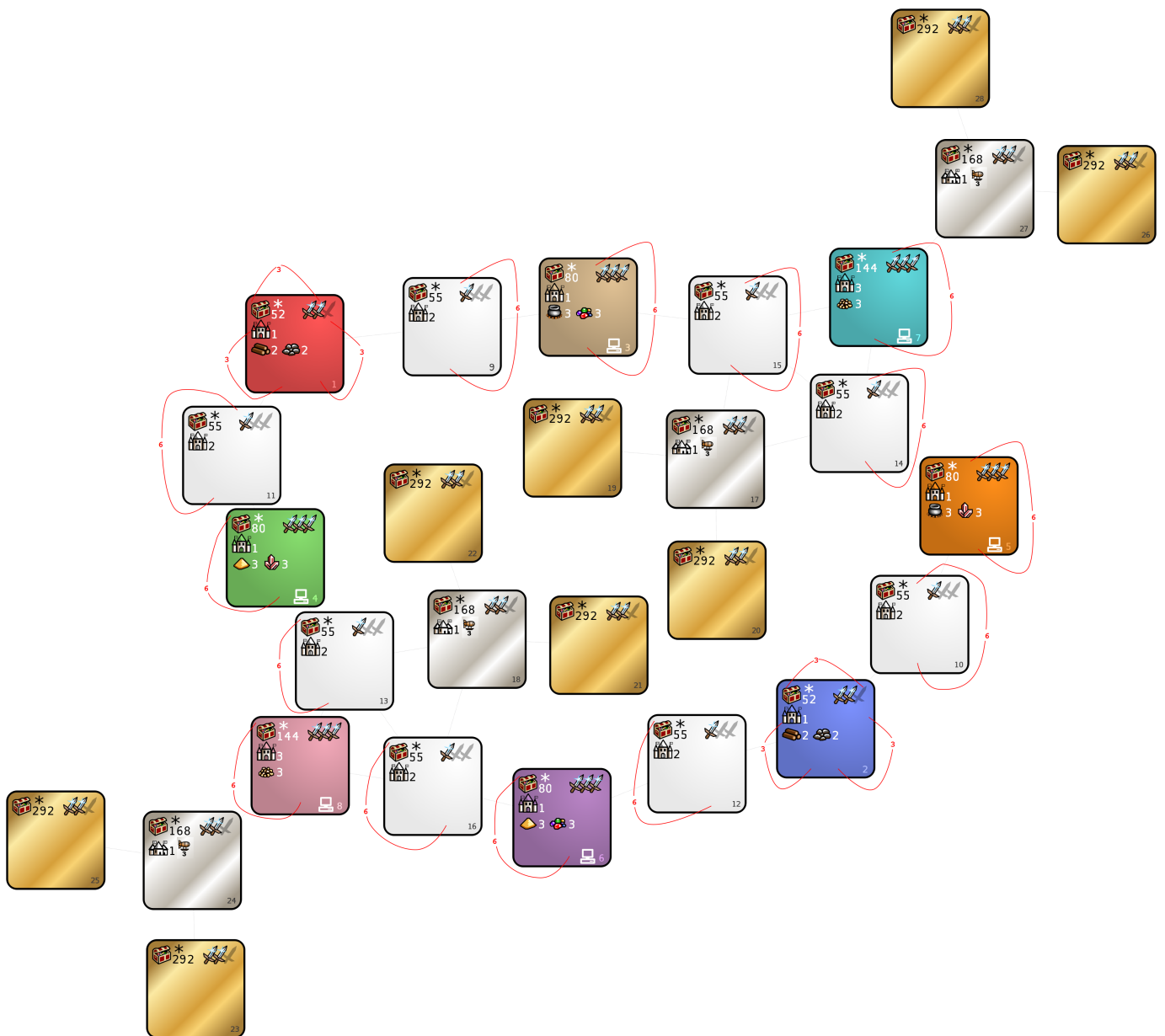
Blue selects the Towns for Orange, Purple and either Teal or Pink. All towns should be different.

- Difficulty: 160%
- Starting Bonus: Unrestricted Choice
- Starting Hero: Unrestricted Choice
- Handicaps: no
- Restarts: no
- Technical Restarts: If no DD Scrolls and no Fly Scrolls in your starting Island or if your Island is too far from all the other Islands to DD or Fly over.

I haven't seen either of these happen unless I selected the wrong Map Size, but it is theoretically

possible.

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Technical details that you can get from the Template Editor

- Enabled heroes: Orrin (Archery), Valeska (Archers), Sylvia (Navigation), Adela (Bless), Cuthbert (Weakness), Adelaide (Frost Ring), Ingham (Monks), Caitlin (+350 Gold), Mephala (Armorer), Ryland (Dendroids), Kyrre (Logistics), Coronius (Slayer), Elleshar (Intelligence), Gem (First Aid), Aeris (Pegasi), Piquedram (Gargoyles), Neela (Armorer), Astral (Hypnotize), Halon (Mysticism), Serena (Eagle Eye), Daremyth (Fortune), Theodorus (Magi), Solmyr (Chain Lightning), Cyra (Haste), Aine (+350 Gold), Fiona (Hell Hounds), Marius (Demons), Ignatius (Imps), Calh (Gogs), Nymus (Pit Fiends), Ayden (Intelligence), Aaxis (Mysticism), Calid (+1 Sulfur), Zydar (Sorcery), Isra (Necromancy), Galthran (Skeletons), Septienna (Death Ripple), Aislinn (Meteor Shower), Sandro (Sorcery), Thant (Animate Dead), Vidomina (Necromancy),

Nagash (+350 Gold), Lorelei (Harpies), Gunnar (Logistics), Shakti (Troglydites), Alamar (Resurrection), Jaegar (Mysticism), Jeddite (Resurrection), Deemer (Meteor Shower), Sephinroth (+1 Crystal), Gurnisson (Ballista), Shiva (Rocs), Gretchin (Goblins), Crag Hack (Offense), Tyraxor (Wolf Riders), Dessa (Logistics), Terek (Haste), Gundula (Offense), Drakon (Gnolls), Wystan (Lizardmen), Tazar (Armorer), Alkin (Gorgons), Mirlanda (Weakness), Rosic (Mysticism), Voy (Navigation), Merist (Stone Skin), Styg (Sorcery), Andra (Intelligence), Thunar (Earth Elementals), Monere (Psychic Elementals), Erdamon (Earth Elementals), Luna (Fire Wall), Brissa (Haste), Ciele (Magic Arrow), Labetha (Stone Skin), Inteus (Bloodlust), Aenain (Disrupting Ray), Gelare (+350 Gold), Grindan (+350 Gold), Sir Mullich (Speed), Adrienne (Fire Magic), Dracon (Enchanters), Gelu (Sharpshooters), Kilgor (Behemoths), Haart Lich (Black Knights), Mutare Drake (Dragons), Corkes (Offense), Jeremy (Cannon), Leena (+350 Gold), Anabel (Pirates), Cassiopeia (Nymphs), Miriam (Scouting), Eovacius (Clone), Andal (+1 Crystal), Bidley (Sea Dogs), Tark (Nix), Elmore (Navigation), Beatrice (Scouting), Kinkeria (Learning), Giselle (Interference)

- Disabled heroes: Edric (Griffins), Lord Haart (Estates), Sorsha (Swordsmen), Christian (Ballista), Tyris (Cavaliers), Rion (First Aid), Sanya (Eagle Eye), Loynis (Prayer), Ufretin (Dwarves), Jenova (+350 Gold), Thorgrim (Resistance), Ivor (Elves), Clancy (Unicorns), Uland (Cure), Malcom (Eagle Eye), Melodia (Fortune), Alagar (Ice Bolt), Thane (Genies), Josephine (Golems), Torosar (Ballista), Fafner (Nagas), Rissa (+1 Mercury), Iona (Genies), Rashka (Efreet), Octavia (+350 Gold), Pyre (Ballista), Xyron (Inferno), Olema (Weakness), Ash (Bloodlust), Xarfax (Fireball), Straker (Walking Dead), Vokial (Vampires), Moandor (Liches), Charna (Wights), Tamika (Black Knights), Clavius (+350 Gold), Nimbus (Eagle Eye), Xsi (Stone Skin), Arlach (Ballista), Dace (Minotaurs), Ajit (Beholders), Damacon (+350 Gold), Synca (Manticores), Malekith (Sorcery), Geon (Eagle Eye), Darkstorn (Stone Skin), Yog (Cyclopes), Jabarkas (Orcs), Krellion (Ogres), Gird (Sorcery), Vey (Ogres), Zubin (Precision), Oris (Eagle Eye), Saurug (+1 Gems), Bron (Basilisks), Korbac (Serpent Flies), Gerwulf (Ballista), Broghild (Wyverns), Verdish (First Aid), Tiva (Eagle Eye), Pasis (Psychic Elementals), Ignissa (Fire Elementals), Lacus (Water Elementals), Fiur (Fire Elementals), Kalt (Water Elementals), Catherine (Swordsmen), Mutare (Dragons), Roland (Swordsmen), Boragus (Ogres), Xeron (Devils), Illor (Stormbirds), Derek (Crew Mates), Casmetra (Sea Witches), Spint (Sorcery), Manfred (Fireball), Zilare (Forgetfulness), Astra (Cure), Dargem (Air Shield), Ranloo (Ballista)
- Starting towns: All allowed
- Max Battle Rounds: 100

- Hero Hiring is Enabled
- Enabled artifacts: Blackshard of the Dead Knight, Greater Gnoll's Flail, Ogre's Club of Havoc, Sword of Hellfire, Shield of the Yawning Dead, Buckler of the Gnoll King, Targ of the Rampaging Ogre, Shield of the Damned, Skull Helmet, Helm of Chaos, Crown of the Supreme Magi, Hellstorm Helmet, Rib Cage, Scales of the Greater Basilisk, Tunic of the Cyclops King, Breastplate of Brimstone, Armor of Wonder, Quiet Eye of the Dragon, Red Dragon Flame Tongue, Dragon Scale Shield, Dragonbone Greaves, Dragon Wing Tabard, Necklace of Dragonteeth, Still Eye of the Dragon, Clover of Fortune, Cards of Prophecy, Ladybird of Luck, Badge of Courage, Crest of Valor, Glyph of Gallantry, Speculum, Spyglass, Vampire's Cowl, Dead Man's Boots, Bow of Elven Cherrywood, Bowstring of the Unicorn's Mane, Angel Feather Arrows, Statesman's Medal, Diplomat's Ring, Ambassador's Sash, Ring of the Wayfarer, Equestrian's Gloves, Angel Wings, Charm of Mana, Talisman of Mana, Mystic Orb of Mana, Collar of Conjuring, Ring of Conjuring, Cape of Conjuring, Orb of the Firmament, Orb of Silt, Orb of Tempestuous Fire, Orb of Driving Rain, Recanter's Cloak, Spirit of Oppression, Hourglass of the Evil Hour, 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, Ring of Vitality, Ring of Life, Vial of Lifeblood, Necklace of Swiftiness, Boots of Speed, Cape of Velocity, Pendant of Dispassion, Pendant of Second Sight, Pendant of Holiness, Pendant of Life, Pendant of Death, Pendant of Free Will, Pendant of Negativity, Pendant of Total Recall, Pendant of Courage, Everflowing Crystal Cloak, Ring of Infinite Gems, Everpouring Vial of Mercury, Eversmoking Ring of Sulfur, Endless Bag of Gold, Endless Purse of Gold, Legs of Legion, Loins of Legion, Torso of Legion, Arms of Legion, Head of Legion, Spellbinder's Hat, Shackles of War, Vial of Dragon Blood, Armageddon's Blade, Angelic Alliance, Elixir of Life, Armor of the Damned, Statue of Legion, Power of the Dragon Father, Titan's Thunder, Admiral's Hat, Bow of the Sharpshooter, Wizard's Well, Ring of the Magi, Cornucopia, Diplomat's Cloak, Ironfist of the Ogre, Trident of Dominion, Shield of Naval Glory, Royal Armor of Nix, Crown of the Five Seas, Wayfarer's Boots, Runes of Imminency, Demon's Horseshoe, Shaman's Puppet, Hideous Mask, Ring of Suppression, Pendant of Downfall, Ring of Oblivion, Cape of Silence, Golden Goose, Charm of Eclipse, Seal of Sunset, Plate of Dying Light
- Disabled artifacts: Centaur's Axe, Titan's Gladius, Shield of the Dwarven Lords, Sentinel's Shield, Helm of the Alabaster Unicorn, Thunder Helmet, Breastplate of Petrified Wood, 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,

Amulet of the Undertaker, Garniture of Interference, Surcoat of Counterpoise, Boots of Polarity, Bird of Perception, Stoic Watchman, Emblem of Cognizance, Necklace of Ocean Guidance, Inexhaustible Cart of Ore, Inexhaustible Cart of Lumber, Endless Sack of Gold, Sea Captain's Hat, Orb of Inhibition, Cloak of the Undead King, Pendant of Reflection, Horn of the Abyss

- Disabled spells: Water Walk
- Enabled secondary skills: Pathfinding, Archery, Logistics, Scouting, Diplomacy, Navigation, Leadership, Wisdom, Mysticism, Luck, Ballistics, Necromancy, Estates, Fire Magic, Air Magic, Water Magic, Earth Magic, Scholar, Tactics, Artillery, Offense, Armorer, Intelligence, Sorcery, Interference
- Disabled secondary skills: Eagle Eye, Learning, Resistance, First Aid
- 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>
52	Human zones	6000	9000	2	2000	5000	9	500	1500	6
55	White zones	10000	15000	1	3000	6000	6	500	3000	9
80	3, 4, 5, 6	10000	15000	3	3000	6000	6	500	3000	9
144	7, 8	10000	15000	9	3000	6000	6	500	3000	3
168	Silver zones	15000	20000	3	10000	15000	6	3000	6000	9
292	Golden zones	20000	30000	3	15000	20000	6	10000	15000	9

- Terrain

<i>Zone</i>	<i>Terrain</i>
1, 2, 3, 4, 5, 6, 7, 8, 9, 10, 11, 12, 13, 14, 15, 16	Same as Town
Silver zones	All but Sand
Golden zones	Sand

- No terrain rules
- All town types allowed
- Town rules

<i>Zone</i>	<i>Town rules</i>
9	neutral town 1 has same type as player towns of zone 1 neutral town 2 has same type as player towns of zone 3
10	neutral town 1 has same type as player towns of zone 2 neutral town 2 has same type as player towns of zone 5
11	neutral town 1 has same type as player towns of zone 1 neutral town 2 has same type as player towns of zone 4

12	neutral town 1 has same type as player towns of zone 2 neutral town 2 has same type as player towns of zone 6
13	neutral town 1 has same type as player towns of zone 8 neutral town 2 has same type as player towns of zone 4
14	neutral town 1 has same type as player towns of zone 7 neutral town 2 has same type as player towns of zone 5
15	neutral town 1 has same type as player towns of zone 7 neutral town 2 has same type as player towns of zone 3
16	neutral town 1 has same type as player towns of zone 8 neutral town 2 has same type as player towns of zone 6

- Monsters disposition: Hostile (4–10)
- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1, 2, 3, 4, 5, 6, 17, 18, 19, 20, 21, 22, 23, 24, 25, 26, 27, 28	50%
7, 8	100%
White zones	75%

- 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>
Enable / Edit	Spell Scroll — any of Fly / Water Walk / Dimension Door / Town Portal	500	100	no limit	no limit
Disable	Random Treasure Artifact				
Disable	Prison — any amount of hero xp				

- Human zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Spell Scroll — any of Fly / Water Walk / Dimension Door / Town Portal	500	200	no limit
Disable	Pandora's Box with creatures of any kind			
Disable	Pandora's Box with gold — any amount			
Disable	Pandora's Box with spells — any kind			
Enable / Edit	Dwarven Treasury	default	200	default
Enable / Edit	Medusa Stores	default	200	default

Enable / Edit	Naga Bank	default	200	default
Enable / Edit	Mansion	default	100	default
Enable / Edit	Spit	default	200	default
Enable / Edit	Black Tower	default	200	default
Enable / Edit	Churchyard	default	200	default
Enable / Edit	Ruins	default	200	default
Enable / Edit	Crypt	default	200	default
Disable	Dragon Utopia			
Disable	Random Relic			
Disable	Warrior's Tomb			

○ Golden zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Enable / Edit	Tavern	10000	100	3
Enable / Edit	Town Gate	default	100	default
Enable / Edit	Prison — hero with 500000 xp	default	100	1
Enable / Edit	Prison — hero with 90000 xp	default	100	1
Disable	Pandora's Box with experience — any amount			
Disable	Pandora's Box with spells — any kind			
Disable	Pandora's Box with gold — any amount			
Enable / Edit	Library of Enlightenment	default	100	default

○ Silver zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box with creatures of any kind			
Disable	Pandora's Box with experience — any amount			

Disable	Pandora's Box with gold — any amount			
Enable / Edit	Tavern	10000	100	3

○ Zones 3, 4, 5, 6

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box with creatures of any kind			
Disable	Pandora's Box with spells — any kind			
Disable	Pandora's Box with experience — any amount			
Disable	Dragon Utopia			
Disable	Random Relic			
Disable	Warrior's Tomb			
Enable / Edit	Star Axis	default	200	default
Enable / Edit	Garden of Revelation	default	200	default
Enable / Edit	School of Magic	default	100	default
Enable / Edit	Colosseum of the Magi	default	100	default

○ Zones 7, 8

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box with experience — any amount			
Disable	Pandora's Box with creatures of any kind			
Disable	Pandora's Box with spells — any kind			
Disable	Dragon Utopia			
Disable	Random Relic			
Disable	Warrior's Tomb			
Enable / Edit	Star Axis	default	200	default
Enable / Edit	Garden of Revelation	default	200	default
Enable / Edit	School of Magic	default	100	default
Enable / Edit	Colosseum of the Magi	default	100	default

- White zones

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box with spells — any kind			
Disable	Pandora's Box with gold — any amount			
Disable	Pandora's Box with experience — any amount			
Disable	Dragon Utopia			
Disable	Random Relic			
Disable	Warrior's Tomb			