

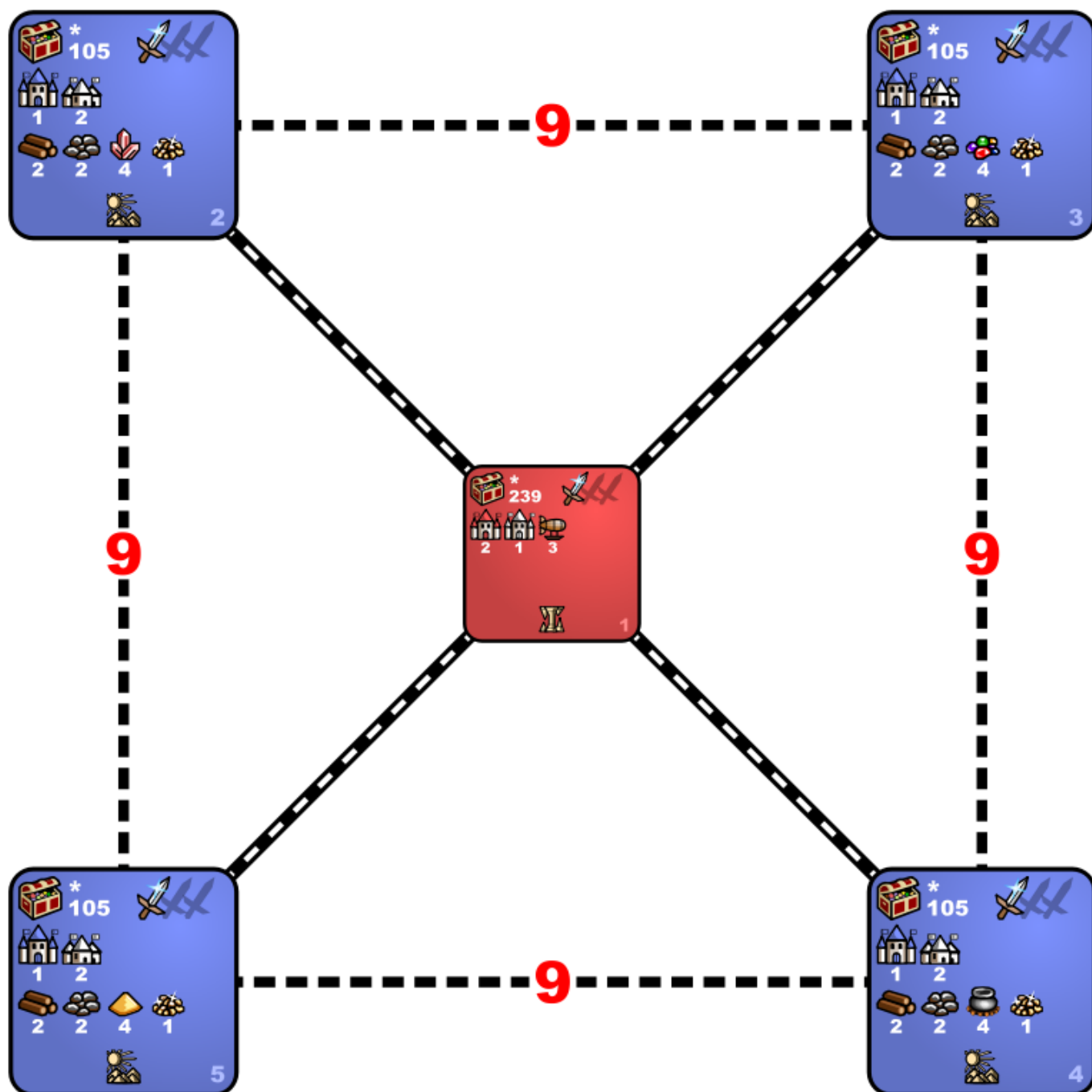
# Wolf\_and\_Sheep

Sheep (Blue) start on the surface, with moderately guarded paths between them. Wolf has easier access to dwells, stats and army boxes, Sheep - to villages, resources and spells.  
WARNING! Combat limited to 21 turns. By Warzyw Last update: 06.01.2024

## Pack Options

- Enabled heroes: Adela (Bless), Ryland (Dendroids), Cyra (Haste), Galthran (Skeletons), Sir Mullich (Speed), Adrienne (Fire Magic), Catherine (Swordsmen), Kilgor (Behemoths), Haart Lich (Black Knights), Mutare (Dragons), Roland (Swordsmen), Mutare Drake (Dragons), Boragus (Ogres), Xeron (Devils), Bidley (Sea Dogs), Tark (Nix), Frederick (Automatons), Tavin (Offense), Murdoch (Archery)
- Disabled heroes: Sorsha (Swordsmen), Rion (First Aid), Sanya (Eagle Eye), Ufretin (Dwarves), Ash (Bloodlust), Nimbus (Eagle Eye), Xsi (Stone Skin), Jaegar (Mysticism), Darkstorn (Stone Skin), Krellion (Ogres), Oris (Eagle Eye), Tiva (Eagle Eye), Dracon (Enchanters), Gelu (Sharpshooters), Andal (+1 Crystal), Astra (Cure), Tancred (Gunslingers), Wynona (Scouting), Todd (Automatons)
- Starting towns: All allowed
- Max Battle Rounds: 21
- Hero Hiring is Enabled

## Wolf\_and\_Sheep\_1\_vs\_1



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14

239	1	1600	2100	4	8000	17000	12	3000	8000	15
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- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				
Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default
Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				

Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				
Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				
Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with gold — any amount				
Disable	Pandora's Box with spells — any kind				

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1

Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit

Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 1

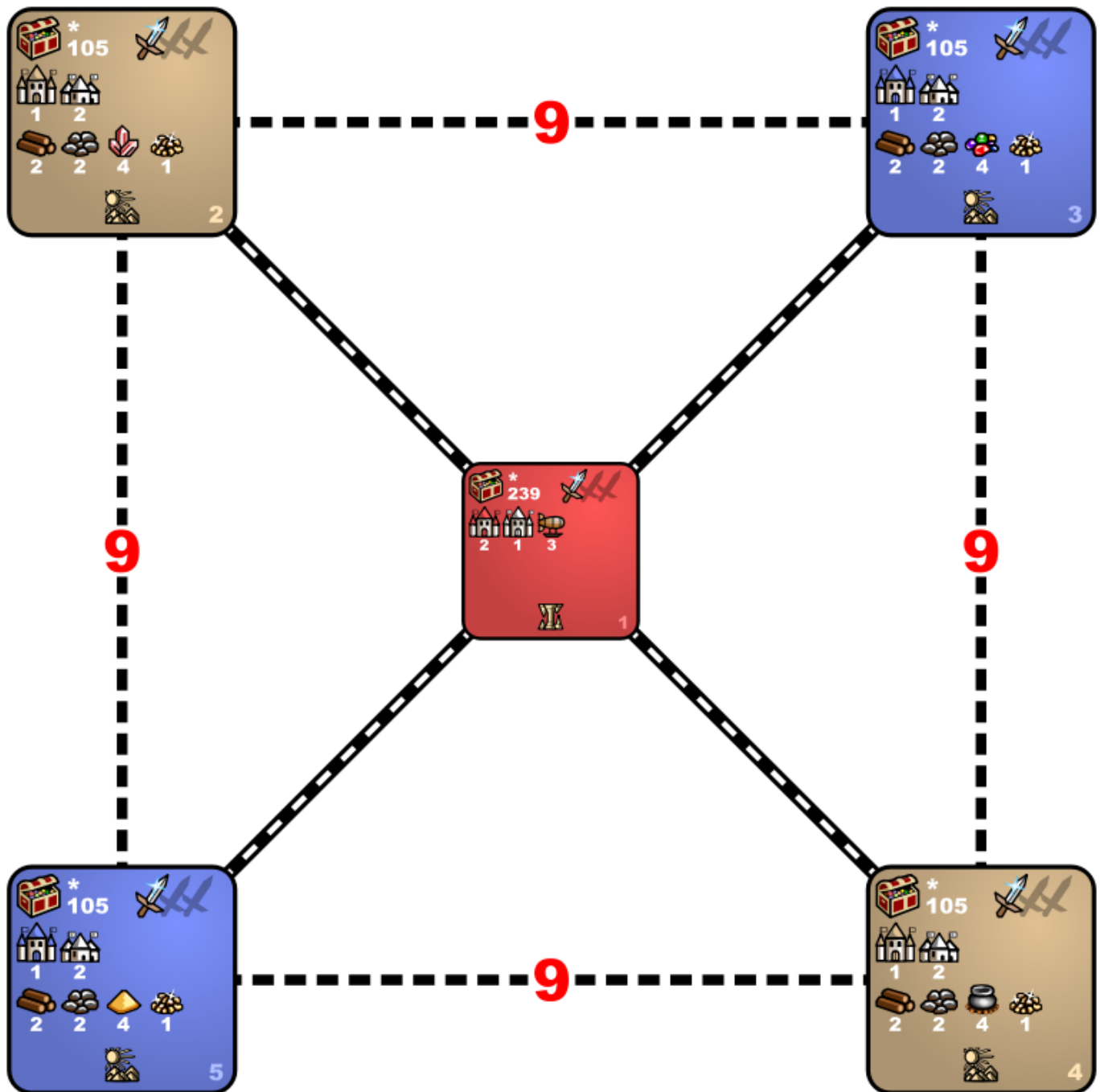
<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default
Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			

Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default
Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			
Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Wood	3000	1000	5



Enable / Edit	Warehouse of Ore	3000	1000	5
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## Wolf\_and\_Sheep\_1\_vs\_2



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning

- 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>
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14
239	1	1600	2100	4	8000	17000	12	3000	8000	15

- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules

- All town types allowed

- No town rules

- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				
Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default

Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				
Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				
Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				

Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with spells — any kind				
Disable	Pandora's Box with gold — any amount				

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1

Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per</i>
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				<i>Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default
Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default

Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default
Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			





- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning
- 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>
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14
239	1	1600	2100	4	8000	17000	12	3000	8000	15

- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				

Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default
Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				
Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				

Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				
Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with gold — any amount				
Disable	Pandora's Box with spells — any kind				

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			

Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Gazebo	default	300	no limit

Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

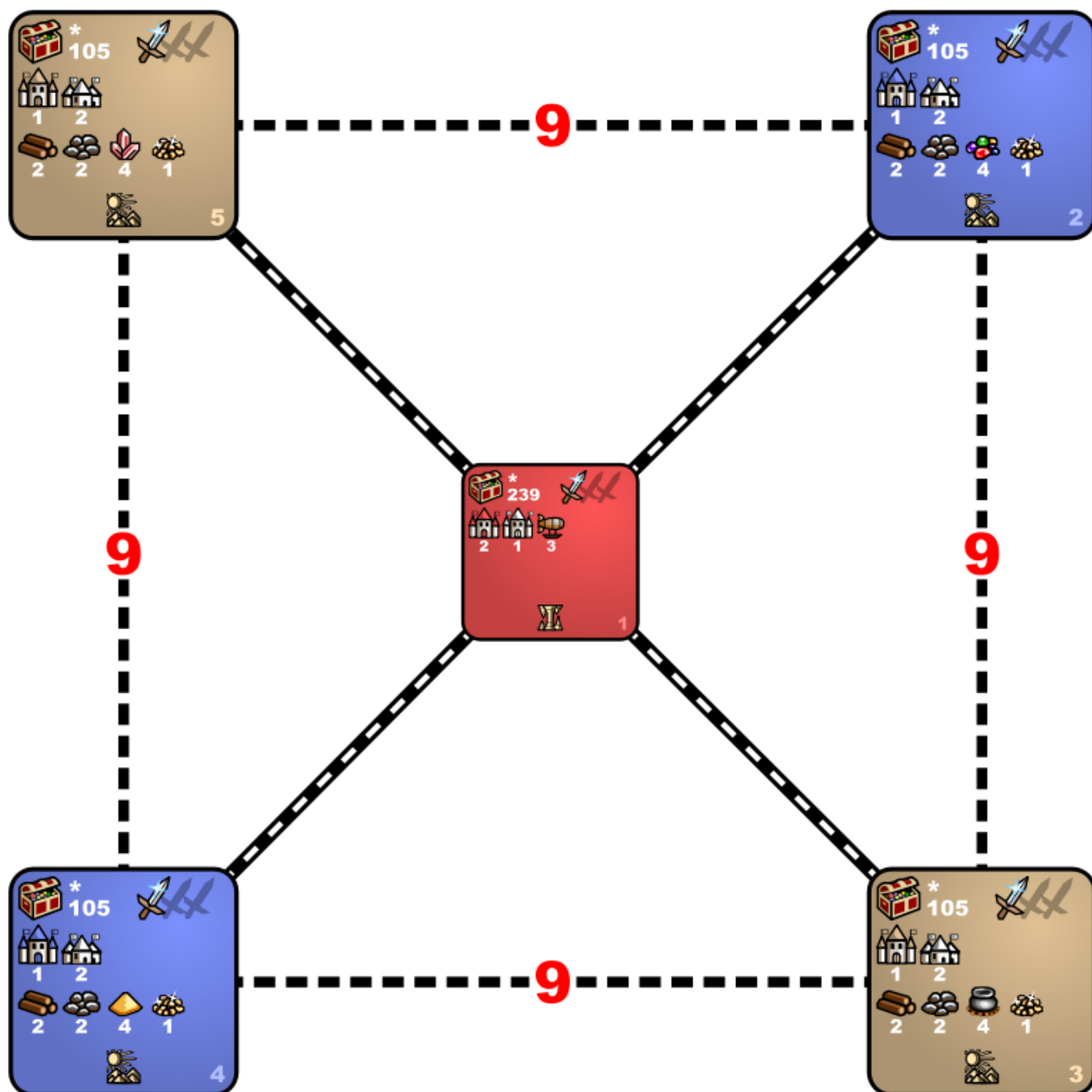
○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default

Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default

Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			
Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Wood	3000	1000	5
Enable / Edit	Warehouse of Ore	3000	1000	5

## Wolf\_and\_Sheep\_1\_vs\_2 (2)



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14



239	1	1600	2100	4	8000	17000	12	3000	8000	15
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- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				
Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default
Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				

Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				
Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				
Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with spells — any kind				
Disable	Pandora's Box with gold — any amount				

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1

Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit

Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

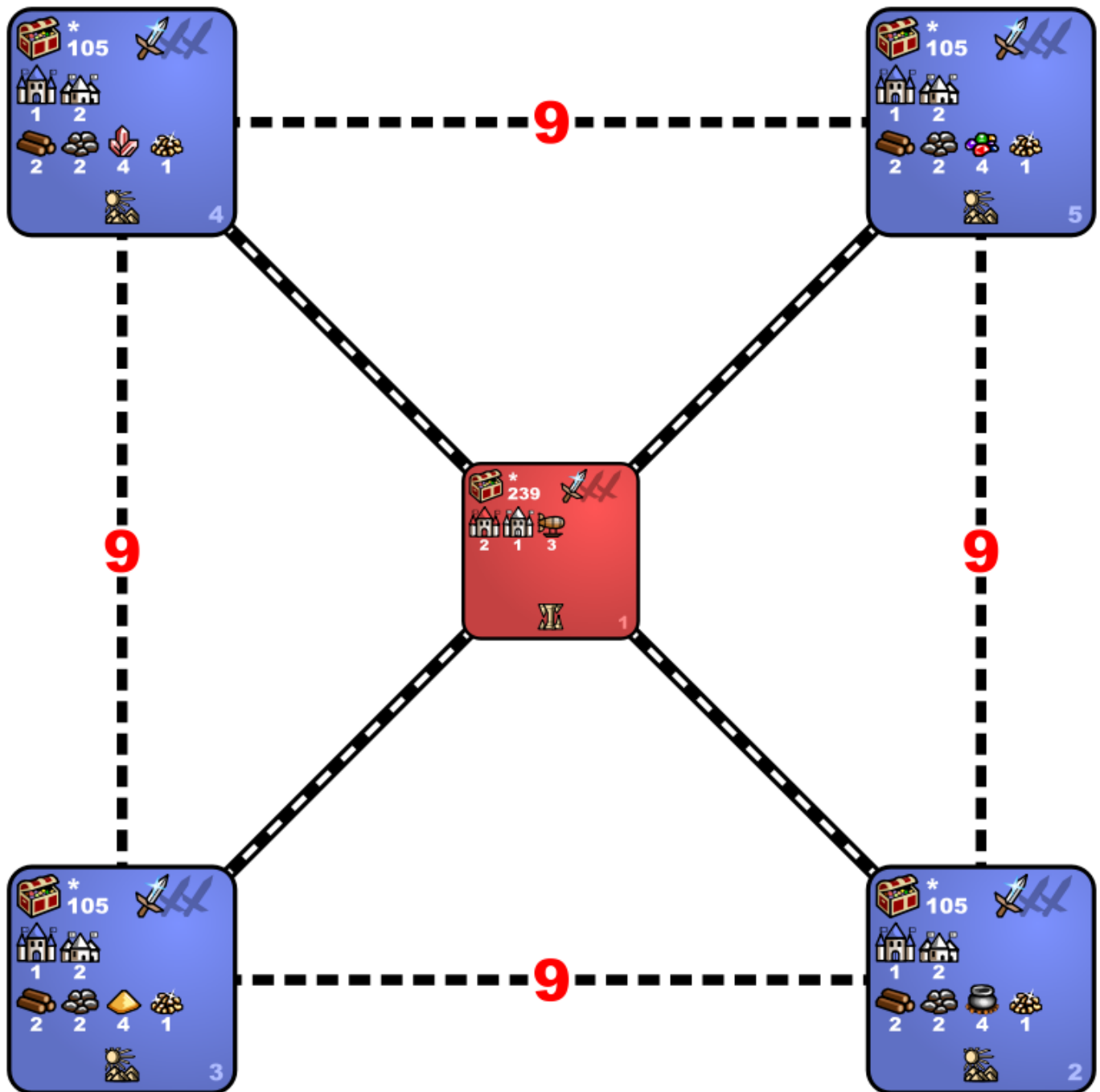
○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default
Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			

Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default
Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			
Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Ore	3000	1000	5

Enable / Edit	Warehouse of Wood	3000	1000	5
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### Wolf\_and\_Sheep\_1\_vs\_1 (3)



### Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning

- 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>
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14
239	1	1600	2100	4	8000	17000	12	3000	8000	15

- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules

- All town types allowed

- No town rules

- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				
Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default



Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				
Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				
Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				

Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with gold — any amount				
Disable	Pandora's Box with spells — any kind				

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1

Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per</i>
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				Zone
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

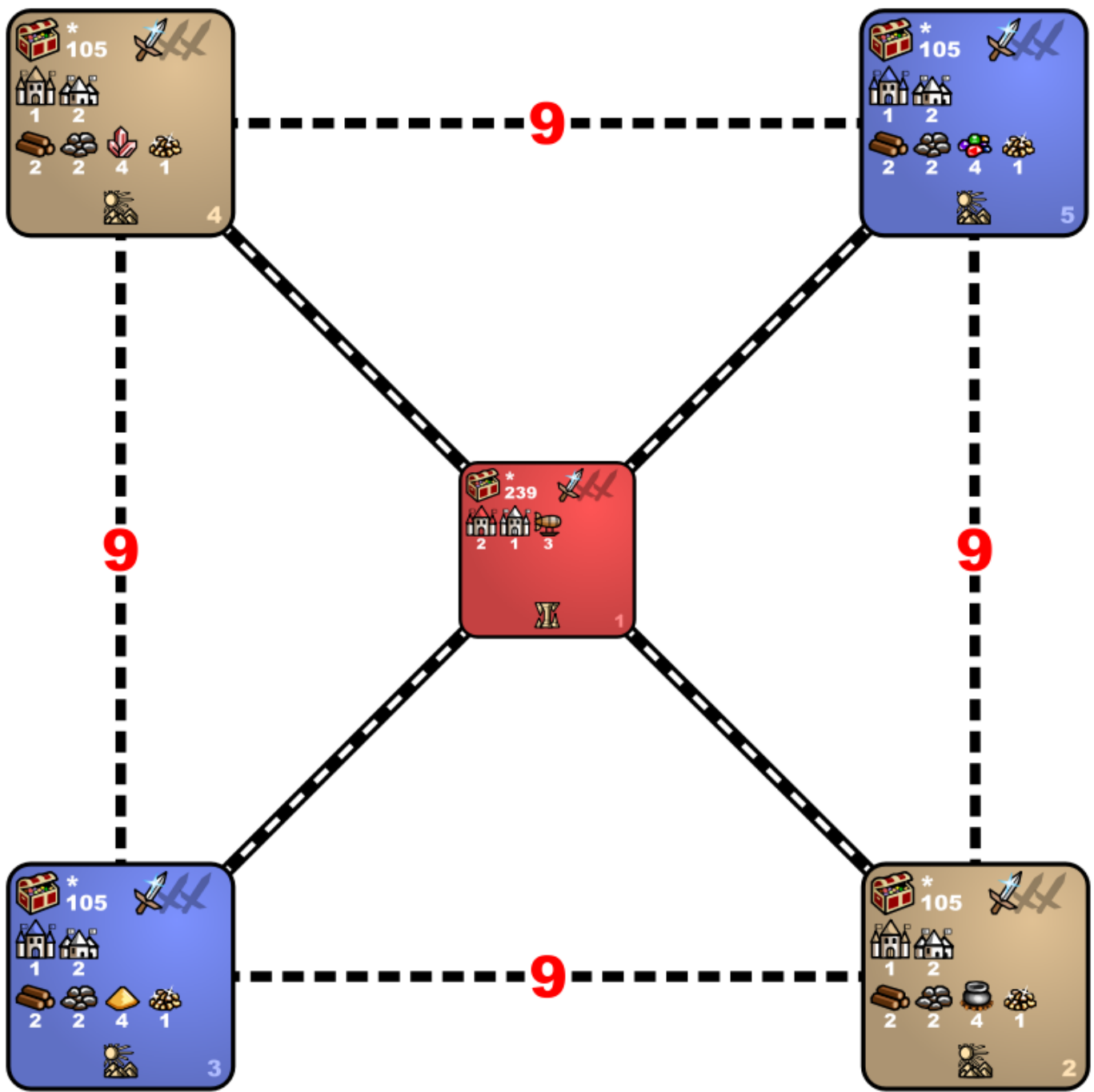
○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default
Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default

Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default
Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			

Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Wood	3000	1000	5
Enable / Edit	Warehouse of Ore	3000	1000	5

Wolf\_and\_Sheep\_1\_vs\_2 (3)



Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning
- 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>
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14
239	1	1600	2100	4	8000	17000	12	3000	8000	15

- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				

Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default
Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				
Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				



Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				
Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with spells — any kind				
Disable	Pandora's Box with gold — any amount				

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			

Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit

Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

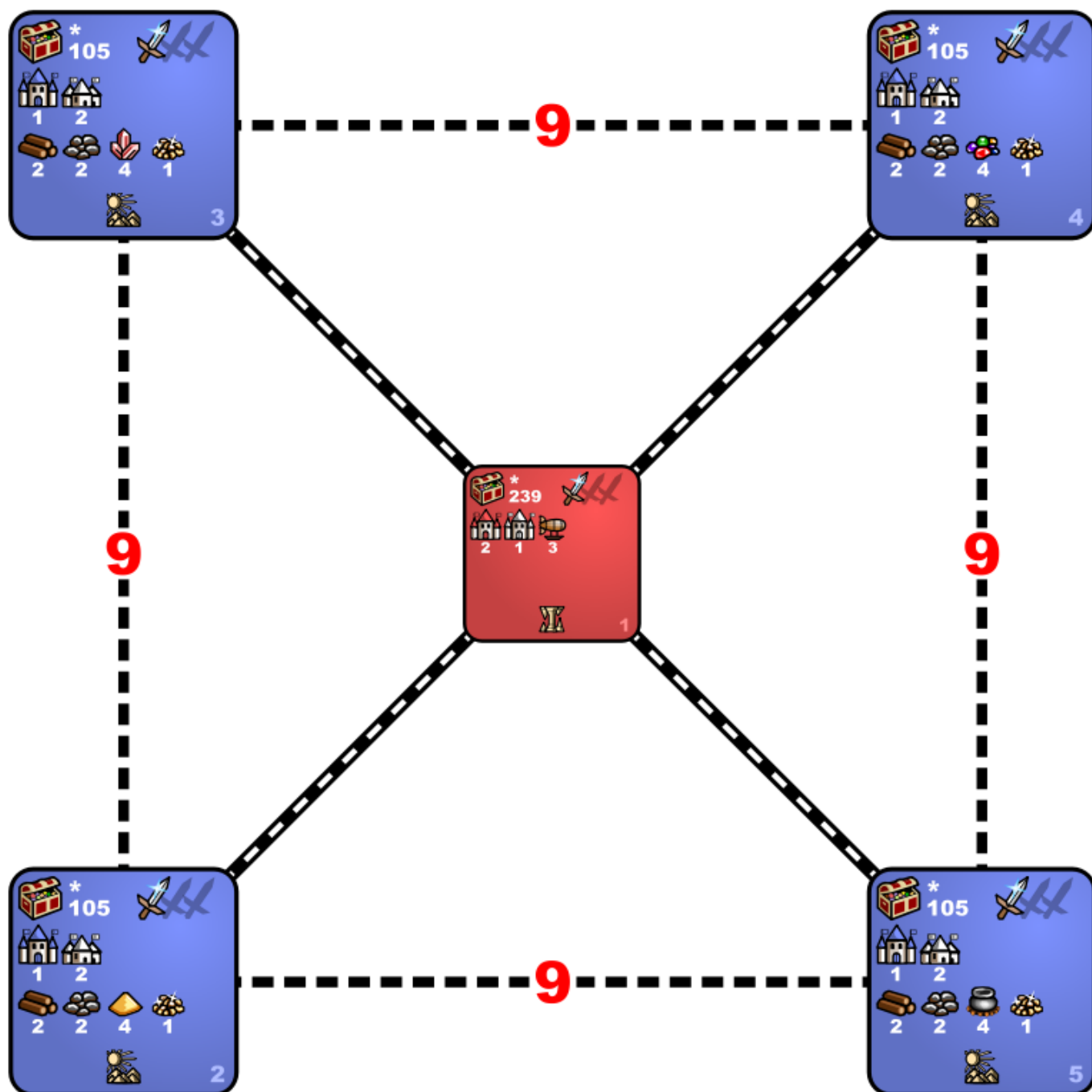
○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default

Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default

Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			
Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Ore	3000	1000	5
Enable / Edit	Warehouse of Wood	3000	1000	5

### **Wolf\_and\_Sheep\_1\_vs\_1 (4)**



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning
- Treasure

Index	Zones	Min	Max	Density	Min	Max	Density	Min	Max	Density
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14

239	1	1600	2100	4	8000	17000	12	3000	8000	15
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- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules
- All town types allowed
- No town rules
- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				
Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default
Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				

Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				
Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				
Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with gold — any amount				
Disable	Pandora's Box with spells — any kind				



○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1

Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit

Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit
Enable / Edit	Learning Stone	default	200	no limit

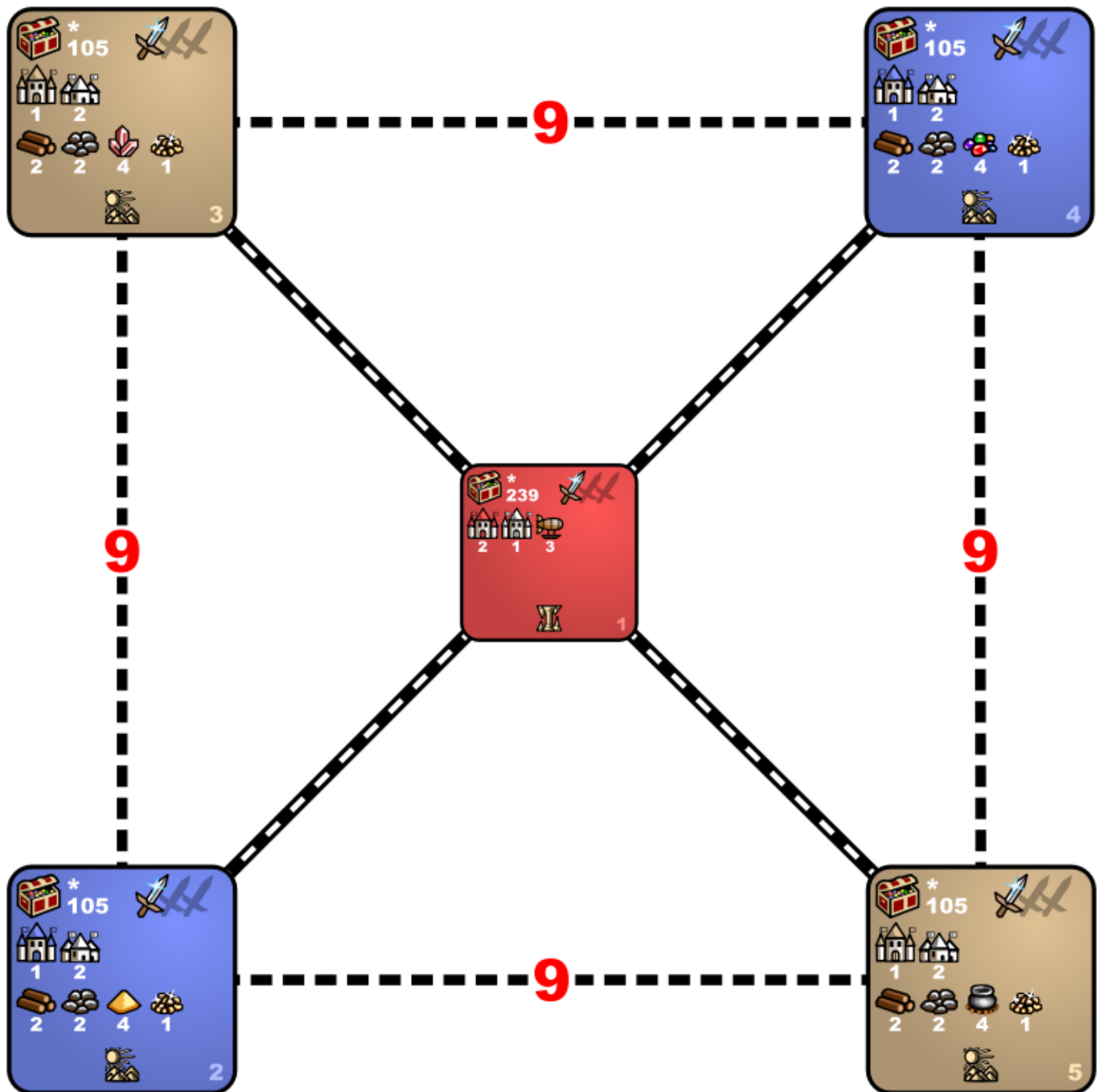
○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default
Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			

Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default
Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			
Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Wood	3000	1000	5

Enable / Edit	Warehouse of Ore	3000	1000	5
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## Wolf\_and\_Sheep\_1\_vs\_2 (4)



## Features

- Size: M+U
- Artifacts: Standard settings
- Spells: Standard settings
- Enabled secondary skills: Resistance
- Disabled secondary skills: Pathfinding, Learning

- 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>
105	2, 3, 4, 5	7000	11000	6	3000	6000	6	500	3000	14
239	1	1600	2100	4	8000	17000	12	3000	8000	15

- Terrain

<i>Zone</i>	<i>Terrain</i>
1	Subterranean
2, 3, 4, 5	Highlands

- No terrain rules

- All town types allowed

- No town rules

- Monsters disposition

<i>Zone</i>	<i>Monsters disposition</i>
1	Hostile (4–10)
2, 3, 4, 5	Friendly (1–7)

- Monsters joining percent

<i>Zone</i>	<i>Percentage of monsters joining</i>
1	100%
2, 3, 4, 5	25%

- 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	Griffin Conservatory				
Disable	Dragon Fly Hive				
Disable	Pirate Cavern				
Disable	Red Tower				
Disable	Ivory Tower				
Disable	Experimental Shop				
Disable	Wolf Raider Picket				
Disable	Dragon Utopia				
Enable / Edit	Ruins	default	200	default	default

Disable	Pandora's Box with creatures of any kind				
Disable	Pandora's Box with experience — any amount				
Disable	Random Relic				
Disable	Quest artifact for Seer's Hut with creatures of any kind				
Disable	Quest artifact for Seer's Hut with experience — any amount				
Disable	Warrior's Tomb				
Disable	Town Gate				
Disable	Dwellings of level 4				
Disable	Dwellings of level 5				
Disable	Dwellings of level 6				
Disable	Dwellings of level 7				
Enable / Edit	Quest artifact for Seer's Hut with gold: 5000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 10000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 15000	default	50	default	default
Enable / Edit	Quest artifact for Seer's Hut with gold: 20000	11000	50	default	default
Disable	School of War				
Enable / Edit	School of Magic	default	100	no limit	no limit
Disable	Arena				
Enable / Edit	Colosseum of the Magi	default	100	no limit	20
Disable	Shrine of Magic Incantation (Level 1)				
Disable	Shrine of Magic Gesture (Level 2)				
Disable	Shrine of Magic Thought (Level 3)				
Disable	(Level 4)				
Disable	Spell Scroll — any level				

Enable / Edit	Black Market	5000	200	3	10
Disable	Pandora's Box with spells — any kind				
Disable	Pandora's Box with gold — any amount				

○ Zone 4

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): air	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): air	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): air	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): air	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): air	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 2

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Garden of Revelation			
Enable / Edit	Star Axis	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): fire	1500	100	1



Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): fire	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): fire	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): fire	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): fire	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 5

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): water	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): water	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): water	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): water	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): water	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 3

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per</i>
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				Zone
Disable	Mercenary Camp			
Disable	Marletto Tower			
Disable	Star Axis			
Enable / Edit	Garden of Revelation	default	400	no limit
Enable / Edit	Pandora's Box with spells, level 1 to 1, school(s): earth	1500	100	1
Enable / Edit	Pandora's Box with spells, level 2 to 2, school(s): earth	2500	100	1
Enable / Edit	Pandora's Box with spells, level 3 to 3, school(s): earth	4500	100	1
Enable / Edit	Pandora's Box with spells, level 4 to 4, school(s): earth	7000	100	1
Enable / Edit	Pandora's Box with spells, level 5 to 5, school(s): earth	9000	100	1
Enable / Edit	Learning Stone	default	200	no limit
Enable / Edit	Gazebo	default	300	no limit
Enable / Edit	Hermit's Shack	default	300	no limit

○ Zone 1

<i>Rule Type</i>	<i>Object</i>	<i>Value</i>	<i>Frequency</i>	<i>Max per Zone</i>
Disable	Pandora's Box of any kind			
Enable / Edit	Pandora's Box with creatures of level 1	default	200	default
Enable / Edit	Pandora's Box with creatures of level 2	default	200	default
Enable / Edit	Pandora's Box with creatures of level 3	default	200	default
Enable / Edit	Pandora's Box with creatures of level 4	default	200	default
Enable / Edit	Pandora's Box with creatures of level 5	default	200	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 5000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 10000	default	20	default

Enable / Edit	Quest artifact for Seer's Hut with experience: 15000	default	20	default
Enable / Edit	Quest artifact for Seer's Hut with experience: 20000	default	20	default
Disable	Quest artifact for Seer's Hut with gold — any amount			
Disable	Spell Scroll — any level			
Disable	Shrine of Magic Incantation (Level 1)			
Disable	Shrine of Magic Gesture (Level 2)			
Disable	Shrine of Magic Thought (Level 3)			
Disable	(Level 4)			
Disable	Dwellings of level 1			
Disable	Dwellings of level 2			
Disable	Dwellings of level 3			
Enable / Edit	Dwellings of level 4	default	200	default
Enable / Edit	Dwellings of level 5	default	200	default
Enable / Edit	Dwellings of level 6	default	200	default
Enable / Edit	Scholar	default	500	default
Disable	any of Wood/Ore/Mercury/Sulfur /Crystal/Gem/Gold			
Disable	Gold			
Disable	Treasure Chest			
Disable	Random Resource			
Disable	Prison — any amount of hero xp			
Enable / Edit	Prison — hero with 5000 xp	default	200	2
Enable / Edit	Mercenary Camp	default	200	default
Enable / Edit	Marletto Tower	default	200	default
Disable	Star Axis			
Disable	Garden of Revelation			
Disable	School of Magic			

Enable / Edit	School of War	default	100	default
Disable	Colosseum of the Magi			
Enable / Edit	Arena	default	100	default
Enable / Edit	Warehouse of Ore	3000	1000	5
Enable / Edit	Warehouse of Wood	3000	1000	5