

The Maze - A New Game Mode

Made by andreus

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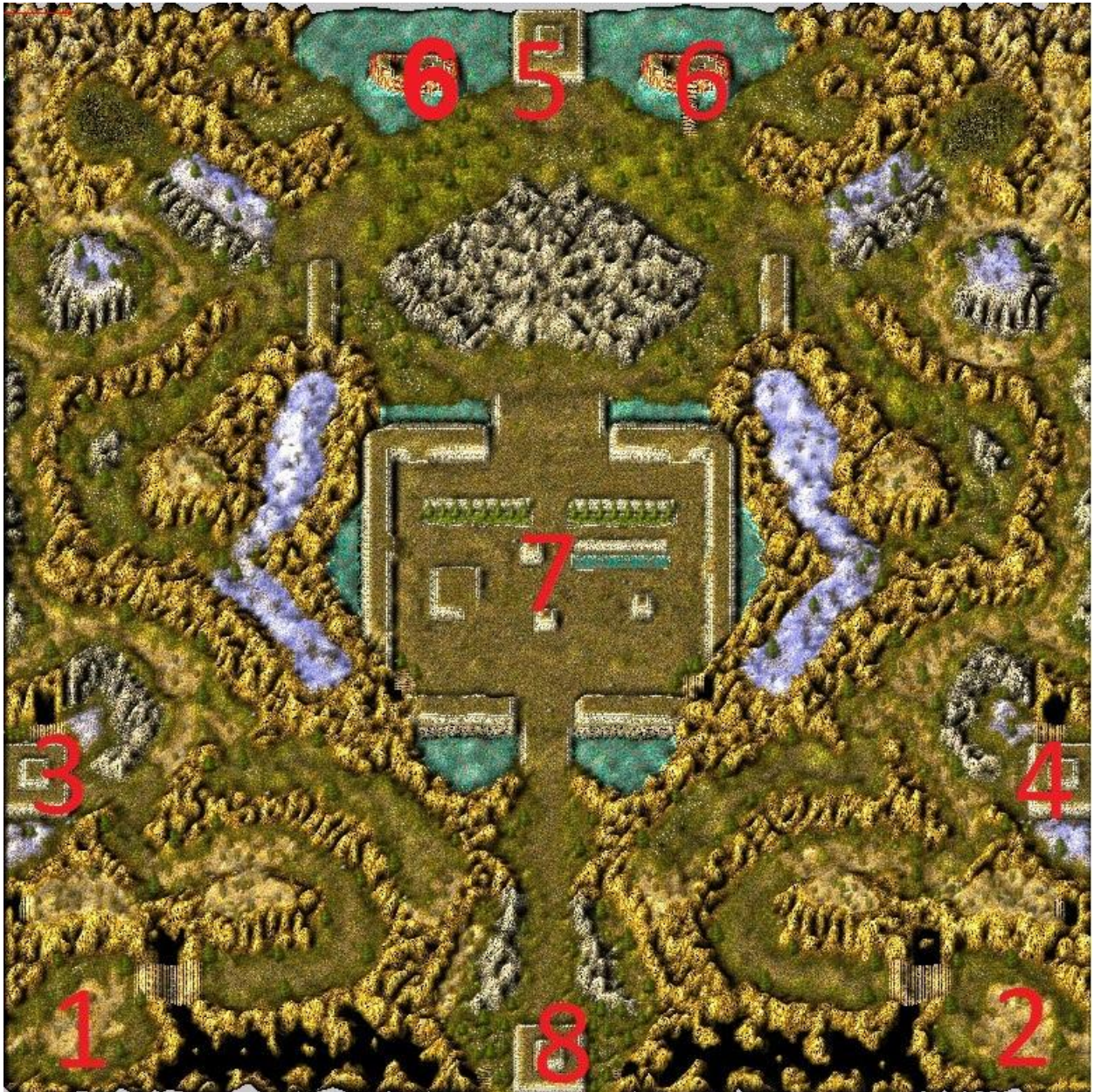
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DESCRIPTION

This mission is a new game mode. Players should complete all tasks in time. Time is limited: players have 2 hours only.

The enemy is strong and merciless, prepare for ambushes everywhere, patrols etc.

Map overview:



1, 2 - Starting locations; 3 - Western Outpost; 4 - Eastern Outpost; 5 - Northern Outpost; 6 - Enemy ships; 7 - The Castle; 8 - Southern Outpost.

FEATURES

There are features which make the mission easier or more difficult:

- ***Autofeed for army.*** The game lasts over 2 hours. Your troops can die in this time. To prevent this, your army feeds every 15 minutes automatically.

- ***Random reinforcements.*** Every 7,5 minutes players receive random reinforcements. If one of players is alone on his side of the map he receives reinforcement for 2 players.

- ***AI Patrols.*** There are 4 patrols on the map. They check if player's troops are close. When you attack one of patrols the enemy hires reinforcement. Carefully, some troops arrive to Western and Eastern Outposts!

- ***Smart AI.*** AI is merciless, when your troops are too close AI attacks immediately with strong army. AI likes ambushes and surrounds the player's army. Sometimes AI can have mercy on you and retreat.

- ***Points system and bonuses.***

- ***Achievements.***

- ***Additional random tasks.***

- ***Secret tiles.***

- ***Teleport.***

TASKS

Players should complete all tasks to win. There are following tasks:

- ***Take control over all strategic positions: Castle and 4 Outposts.*** To capture the position players should hold it for 5 minutes. There should be at least one soldier in the middle of Outpost. To capture the Castle, you should destroy military buildings and schools first. The enemy will try to take control over positions again and will attack you:



- ***Destroy coal, iron, gold mines and storehouses***

- ***Destroy military complex.*** Military complex includes military buildings and schools.

- ***Kill all enemy soldiers.***

Also players receive an additional task for every game. This task is random and can be:

- ***Destroy all enemy buildings.***

- ***Kill all enemy citizens.***

- ***Capture the castle without destroying any tower.*** This task is more difficult than 2 previous. You can't destroy towers. Destroying tower is defeat.

- ***Keep the generals alive.*** Generals are knights that are given at start. Death of one of them is defeat. Death is not only death in the battle, teleport counts as death too.

- ***Lose less than 1600 soldiers.*** Disabled for now, needs rebalance.

- ***Send to the castle certain amount of certain troops.*** For example 30 ranged or mounted units. You should place army where enemy barracks was. Militia, rogues, rebels, warriors and vagabonds don't count:



ACHIEVEMENTS

There is achievements system which includes 5 team achievements and 15 individual. Players can get achievements under certain conditions. Every achievement gives a bonus.

NOTE: For alone player there is balancer multiplier 1.5 so it's more difficult to get achievements when you play alone on your side of the map.

```
Time left: 00:24:59
===ACHIEVEMENTS===

Team Achievements

Novice Scout: MptanavM, TianK, TheRagingBullet, [R.A] andreus
Professional Scout:
Counterintelligence: MptanavM, TianK, TheRagingBullet, [R.A] andreus
Pirates: MptanavM, TianK, TheRagingBullet, [R.A] andreus
Race against the Clock:

Individual Achievements

Meat Grinder: MptanavM, TianK
Killer[18/50]:
Demolisher[8/30]:
Knight[6/30]:
Hooooorses[6/40]: MptanavM
Shooter[6/40]: MptanavM
Into Spears!: [R.A] andreus
Infantryman[2/40]:
Barbarian's Boss[0/20]:
Rebel[0/40]:
Variety[0/9]:
Iron Man[14/50]: MptanavM
Leather Man: [R.A] andreus, TianK, MptanavM
301st Spartan[18/300]:
Second Chance[18/10]: TheRagingBullet
```

TEAM ACHIEVEMENTS:

- **Novice scout.** Reveal 33% of the map to get this achievement. Reward: 6 scouts.
- **Professional scout.** Reveal 75% of the map to get this achievement. Reward: 8 scouts.
- **Counterintelligence (Counter-Scout).** Kill all patrols to get this achievement. Reward: 9 scouts.
- **Pirate.** Capture enemy ships to get this achievement. Reward: reinforcements from pirates.
- **Race against the clock.** Reach the castle in 1:20 to get this achievement. Reward: 6 sword fighters, 6 bowmen and 4 knights.

INDIVIDUAL ACHIEVEMENTS:

- **Meat Grinder.** Kill 500 enemy soldiers to get this achievement. Reward: 6 knights.
- **Killer.** Kill 50 enemy citizens to get this achievement. Reward: 4 barbarians.
- **Demolisher.** Destroy 30 enemy buildings to get this achievement. Reward: 6 bowmen.
- **Knight.** You should have 30 knights at once to get this achievement. Reward: 9 knights.
- **Horses!** You should have 40 cavalry units at once to get this achievement. Reward: 4 knights and 4 scouts.
- **Into Spears!** You should have 40 anti-horse units at once to get this achievement. Reward: 6 pikemen.
- **Shooter.** You should have 40 ranged units at once to get this achievement. Reward: 6 crossbowmen.
- **Infantryman.** You should have 40 melee units at once to get this achievement. Reward: 6 axe fighters and 4 sword fighters.
- **Barbarian's Boss.** You should have 20 barbarians at once to get this achievement. Reward: 6 warriors.
- **Iron Man.** You should have 50 iron armored soldiers to get this achievement. Reward: 8 sword fighters.
- **Leather Man.** You should have 50 leather armored soldiers to get this achievement. Reward: 8 axe fighters.
- **Rebel.** You should have 40 townhall units to get this achievement. Reward: 9 rebels.
- **Variety.** You should have 10 soldiers of each type to get this achievement. Reward: 6 barbarians and 6 bowmen.
- **301st Spartan.** You should have 300 soldiers at once to get this achievement. Reward: 9 knights and 9 sword fighters.
- **Second Chance.** You should lose all soldiers (have no more than 10 men alive) to get this achievement. Reward: 9 axe fighters and 9 bowmen.

TELEPORT

Sometimes your allies need help, for example when there are not enough horses or ranged. You can help them and send some troops using teleport. Send your troops to the bridge (located to the north from start positions). The soldiers will appear on opposite side of the map.



Amount of teleports is limited, you can send only 100 soldiers using teleport. But there is bonus which gives extra 100 teleports ;p

SECRET TILES

There are 25 random secret tiles on the map. When players find certain amount of tiles they get a bonus:

- **5 tiles** - 12 axe fighters
- **15 tiles** - 9 knights
- **25 tiles** - 10 warriors

There are 100 tiles in total, but Remake chooses 25 random tiles from this list.

POINTS AND BONUSES

The players can get points for killed enemy soldiers, captured locations, destroyed buildings, achievements. Also players lose 2x points for lost soldiers (e.g. -14 points for lost knight):

- ***Capturing of Outpost.*** 100 points for every player.
- ***Capturing of the Castle.*** 200 points for every player.
- ***Destroyed building.*** 20 points.
- ***Achievements, excluding Variety and Second Chance.*** 250 points.
- ***Variety.*** 1000 points.
- ***Second chance.*** -1000 points.
- ***For killed soldiers:***

Militia: 1 point;

Axe Fighter: 3 points;

Sword Fighter: 5 points;

Bowman: 2 points;

Crossbowman: 2 points;

Lance Carrier: 2 points;

Pikeman: 3 points;

Scout: 4 points;

Knight: 7 points;

Barbarian: 5 points;

Warrior: 5 points;

Rebel: 1 point;

Rogue: 1 point;

Vagabond: 2 points.

Every player has current and possible score shown like this: 500/600.

There is team score, certain team points give bonuses:

EXTRA: 3500 points, gives extra troop for every player.

TELEPORT: 5000 points, gives 100 extra teleports.

INVERT: 7500 points, inverts time for 2 minutes.

FREEZE: 10000 points, stops the time for 5 minutes.

SOUND CREDITS

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