

Duality

Players can build two villages simultaneously.

Troops can use the Entry points as gates/bridges/tunnels between the village and the battlefield for movements. Villages can be attacked via these points also.

Entry points are marked with white edge tiles.

The Exit points are marked also. Earthquake tiles between two big rocks. (Entry-& Exits points are same type of types, but different graphics.)



The Map: Multiland 2k21(Reborn) made by **Thunder**

Script: Original script by **Andreus** from The Maze,
Reworked and extended by **Thunder[Beer]**

v2.1 Optimized Entry-Exit point distance. This way larger groups are not going to spawn back to the entry point. The issue was the units spawned on the Entry point...:)