

Florescence Two

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Story

Surrounded by cliffy, some say even craggy mountains lies the kingdom of Matahua. In the neighboring kingdoms, all over the country, the golden medieval age began. Harvests were plenty, diseases little. People were to enjoy life, they were wealthy and healthy enough to grow interest in the land. The kingdom of Matahua however was nearly cut from these developments due to its remote site. The king was wise enough to see his people's desire for wealth, so he did one momentous call: he introduced tourism. The next day, heralds rode through the deep, central valley and proclaimed the following message to the 8 provinces: A holiday brochure shall be drawn and illustrated by the monks and priests of the local monastery. Each and every province shall begin and start immediately and at once to build und develop their place and town. A rating will be established and issued where every specialty and characteristic will be honored and awarded.

And while the ordinary people still thought to themselves: 'wtf', the heralds rode into the sundown and disappeared.

The moral of the story: medieval people don't understand and it's up to you to do what needs to be done.

Scenario

You must build a town that is better than those of your opponents. Like in a hotel rating, there are symbols that indicate certain achievements in your town. For the symbols, flags will be used.

Once you've overstepped a certain limit, tourist become interested. Keep that interest for 3 minutes and you will win the race.

The catch is, every flag can only be awarded to one person. But as soon as one of your opponents surpasses you, you will lose this flag and the opponent gets to hold it. There are 15 categories where a flag is awarded, each category aims at different aspects of town development. The number of flags you must hold in order to win depends on the number of players on the map.

There is another catch: the provinces declared that they do not wish a civil war because of all that mess and the difficulty of cleaning blood from coarse stone roads, so the city center of each town must not be entered by military units. Enter your opponents area and the king will arrest and put them to death. However, the central valley is not pacified, so you can play war there. This means, you cannot win the match with military forces only. But you are very likely to need them to get the upper hand in the central valley.

Fun with Flags

This is the name of the game mode - **Fun with Flags**

Description

In order to win, you have to collect certain achievements which are called Flags. As soon as you own the majority of flags, a countdown will be started. If you don't lose your flags until the end of the countdown, you win the match. The countdown length is 3 minutes.

The flags are not physical things on the map, but achievements like for example 'have the most timber'. As long as you have more timber than your opponents, you will own this flag. If one opponents produces more timber than you have, you lose the flag and the opponent gets it. The amount of timber is called 'flag score', because it's the score that decides who owns this flag.

There are 15 flags. The amount of flags you need to win depends on the number of players. If there are only 2 players, you need 10 flags, whereas with 8 players you will only need to hold 5 flags in order to win.

There will be 4 classes of flags which behave differently:

- **Future Flags** (5 total):
These flags are locked at the beginning of the game and will be unlocked after a certain amount of time, for example 20 minutes. As soon as the match time reaches the 20 minutes, this flag will be given to the person with the highest flag score. Everybody can fight for these flags, so if your opponent out-scores you, you will lose the flag and he will win it.
- **Fact Flags** (4 total):
They behave like the future flag, except that they are not unlocked at a specific time, but only as soon as the first person reaches a specific flag score. So if the limit is 200 for the timber flag, it will be given to the player who has 200 timber. We will still hold it if he falls below the 200 timber, but we will lose it as soon as another player has more timber than he has atm.

- **First Flags** (4 total):
They behave like fact flags, which means they are unlocked as soon as one player reaches a certain limit. But you cannot fight for these flags and you cannot lose it. So the first player gets this flag and owns it for the rest of the match, even if he again falls below the limit or other players outrun him.
- **Final Flags** (2 total):
These are personal flags, so you don't fight with the others for these flags, but you fight with the limit. If you reach the limit, you will own this flag. If you again fall below the limit, you will lose it. This flag can exist more than once, so all 8 players can own this flags at the same time. You can't steal this flag from others.

It is possible to form teams. Each player still competes on the flag for his own, but the number of flags is summed up and take as the score of the team. So it is even possible to play mixed teams/single players. However, final flags only count as 1 flag per team, regardless of the number of flag holds in that team. As long as the team has at least one holder of a final flag, the team will have the score of 1 on this flag.

- **Wooden Leg** (fact flag, starting at: 50)
The number of wooden weapons minus the number of iron weapons produced.
- **Restaurant** (fact flag, starting at: 360)
It's basically the number of food, weighted for nutrition. Each wine gives 3, each bread 5 and each sausage gives 7 flag points. There is no fish on this map. I plan to add a multiplier which takes into account the number of inns, maybe give 10 extra % per inn.
- **Forechecking** (fact flag, starting at: 5)
It's the number of demolished (already fully built, not only planned) enemy buildings.
- **Fighter** (fact flag, starting at: 60)
Each killed enemy unit gives a certain flag score. Militia & bowman give 1 point. Axe fighter and lacer carrier give 2 points. Crossbowmen, pikeman and scouts give 3 points. Swordfighters give 5 points and a knight gives 7 points.
- **Comfort** (future flag, starting time: 15min)
The number of produced tree chunks plus coal plus straw.
- **Luxury** (future flag, starting time: 30min)
Number of gold plus wine plus sausage.
- **Vegetarian** (future flag, starting time: 45min)
The number of bread plus the number of wine minus the number of sausage.
- **Sightseeing** (future flag, starting time: 60min)
The number of barracks plus schools plus stables plus towers plus markets plus gold and iron mines minus (minus!) coal mines. Marketplace is not available until 60 minutes from the beginning and will be unlocked with this flags. However, weapon trades are forbidden - tourists don't need to buy weapons, do they?
- **Commander** (fact flag, starting time: 75min)
It's number of living soldiers plus the number of killed soldiers minus the number of lost soldiers. Fights are possible in the central valley of the map, you can move your troops there.
- **City** (first flag, score: 25)
The number of finished buildings divided by a spreading factor. If you have the same number of buildings of each type, the spreading factor will be 1, so the number of buildings will be one. On the other extreme, if you have a city consisting of say 1000

towers and nothing else, the spreading factor will also be 1000, so the overall score will be 1 (despite the 1000 buildings).

- **Iron fetish** (first flag, score: 150)
It's the number of iron plus the number of leather (the actual resources, not the armors) produced.
- **Variety** (first flag, score: 38)
You need to have 1 building of each type and 1 living unit of each type to get this flag = 38 units+buildings in total (market and fisherman are not required).
- **Strategist** (first flag, score: 5)
You need to equip 5 soldiers of each type to get this flag.
- **Population** (final flag, limit: 160)
You have this flag, as long as you have 160 citizens. Recruits are citizens, military troops are not. So if you levy an army, it's possible to lose this flag. Also each starved civilian gives you a permanent malus on this score.
- **Knighthood** (final flag, limit: 20)
You'll own this flag as long as you have 20 living knights.

Team Setup

As the name already suggests, this map is intended for team matches. It is important that bases 1+2, 3+4, 5+6 and 7+8 are connected. They **MUST** be in the same team, as there are no forbidden zones protection those bases from each other. This means, a setup with horizontal teams like a 1+5 vs. 2+6 vs. 3+7 vs. 4+8 will end in a mess. Don't do that unless you know what that means and you want to try Fun with Flags without protected bases.

Forbidden Zone

The entry of each location is protected by a forbidden zone, that covers the whole entrance. You will see the beginning of the forbidden zone marked by wall ruins. The king explicitly wished to have no civil war. So if any of your troops cross the wall, they will be punished - by death penalty. No mercy on that, troops have to stay inside the valley!
In contrast to the Florescence One it is allowed to enter the base of your ally in this version, Florescence Two. Your troops won't die when they enter the forbidden zone of any teammate. But they will still die if they enter any opponent's base.

Peace Time

Fun with Flags is designed in a way that it does not interfere with peace time. So you can play with or without peace time. Just remember: during peace time the fighting flags are not accessible because, well, there is no fighting in peace time obviously. Plus: there is a chance that players will build dozens of towers during peace time.
Recommended peace time from the author: set peace time to 30-40 minutes - this prevents campy matches but also does not throw out players who expanded into the valley when they encounter the first opponent militia.

Tactics

Mainly two promising tactics emerged: either you go for an early valley control or you go for high amount of food. If you go for early valley control, be sure to protect your coal mines. If

they are attacked and you cannot defend them, you're out of the match within minutes because you won't manage to get a gold protection. So take care if you plan to expand into the valley - or play with peace time then!

It is safe to stay within your base, but sooner or later you will run out of coal. If the opponent is good, he will put your entrance under siege. Because of the narrow paths, you won't manage to break out. So don't completely isolate inside your base. You need the valley coal sooner or later. But you can be quite successful staying inside your base when you build a proper building with lots of food. There are quite some flags awarded for a good food production. Use them.

It is tempting to stay inside your base until you have some heavy troops and then enter the valley. This is a very good tactic, but it can be countered by a player who has early valley control. If he lays siege to your entrance, you will encounter massive losses. So don't leave your base too late.

Additional

The number of flags needed to win depends on the number of players.

- 1 player/team - 11 flags
- 2 players/teams - 10 flags
- 3 players/teams - 8 flags
- 4 players/teams - 7 flags
- 5 players/teams - 6 flags
- 6 players/teams - 6 flags
- 7 players/teams - 5 flags
- 8 players/teams - 5 flags

If you have wish a faster match, you may want to add additional AI players to the match. They won't do any good, but they count as players, too. So the overall number of flags needed is decreased.

As soon as one player/team has reached enough flags, a countdown will be started. During the countdown, each the tourists come and leave some money. Expect to gain 1 gold chest every 30 seconds for each teammate during the countdown. If you lose a flag during countdown or your opponents catch up with the number of flags, the countdown will abort. Beware, flags are not shared, not even for teammates. So if your teammate catches up on score for a flag you have, you will lose this flag and therefore the team will lose this point.

License

The 'Fun with Flags' script was written by Siegfried in 2013. It is licensed under **GPLv2**. The map 'Florescence Two' is heavily based on the map 'The Valley of Dangers 2' made by Shadaoe. Shadaoe did the changes for 'Florescence One' and helped on 'Florescence Two', too, so the map is his property and all rights are reserved.

In addition, 'Fun with Flags' uses some extra sounds. Those sounds were licensed under Creative Commons. Appreciation goes for **Freesound.org** for hosting those sounds. The sounds are

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Version History

- v 1.4 public release as Florescence Two
 - adjusted to new text GUI options
 - fish repopulation balanced
- v 1.3 internal release candidate for the actually never finished map pack
 - fish automatically repopulates
- v 1.2 internal release as Florescence Two for contest
 - map updated to connect vertical bases pairwise
 - some dozens of symmetry bugs in the map fixed
 - Text can be hidden with the repair button of the starting store house
 - some bugs were fixed and some cosmetic changes were applied
- v 1.1 internal beta
 - Forechecking score of all opponent players is increased if a building inside the valley is demolished
 - Forbidden Zone does not kill units of teammates
 - Final Flag shows color only also for unteamed players
- v 1.0 public release as Florescence One
- v 0.x internal beta versions

Thank you

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- Dicsoupcan - for the promotion video
- All of you in the TS group and outside that helped me, played testing games and provided me with translations - I only hesitate to provide the names because I'm sure I lost count on all of the contributors and don't want to upset anyone by not mentioning him :)
- The russian community for all the effort in supporting this