Multiplayer - Forced same turn?

Posted by Blackgaze - 01 Aug 2012 05:54

Hi, I've finally managed to get playing online with this game since I bought it back in the 90s. Thanks for the download link too.

But I'm introducting a lot of new players to this game, but we have one serious issue.

The fact that when we take turns, we can all move at the same turn.

We really need one player per turn instead of all players per turn, or at the very least one player per turn (timed).

I can't find a way to turn this off. If you can answer me as quick as you can, this would save a lot of trouble.

Thanks for reading, I hope to play soon with you!

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Re: Multiplayer - Forced same turn?

Posted by KGB - 02 Aug 2012 07:56

BlackGaze,

Glad to hear you are getting some new players interested in a true classic.

Blackgaze wrote:

But I'm introducting a lot of new players to this game, but we have one serious issue. The fact that when we take turns, we can all move at the same turn.

I think you mean you all move at the same **time**. This is called simultaneous turns.

Blackgaze wrote:

We really need one player per turn instead of all players per turn, or at the very least one player per turn (timed).

I can't find a way to turn this off. If you can answer me as quick as you can, this would save a lot of trouble.

There is no way to turn off simultaneous turn mode in LAN/online multiplayer.

You have only 2 options:

1) Play games via PBEM

2) Play via Hotseat (all using 1 computer which of course requires you to all be at the same location)

Why would you ever want to turn off simultaneous turn mode? That's the absolute best thing about DLR multi-player. It speeds up games immensely (with just 4 players, doing pure turn based at 3 minutes at turn means you sit around doing nothing for 10 minutes at a time which sucks. At 3 minutes is short. At 5 minute turns you sit around for 15 minutes between turns with 4 players). It also makes for frantic paced games with everyone moving at the same time.

KGB

P.S. There is a 3rd option. You could instead play Warlords IV. It has want you want in LAN/Online multi-player (only 1 player moving at a time).

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Re: Multiplayer - Forced same turn?
Posted by M0d3M - 02 Aug 2012 18:04

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Why would you ever want to turn off simultaneous turn mode?

But, for example, there is no such thing in HOMM. And they have a lot of players. Nobody cares.

As far as I remember only Heroes V has simultaneous turns. But they removed it from the sixth game.

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Re: Multiplayer - Forced same turn?
Posted by Blackgaze - 02 Aug 2012 20:44

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I understand about the length, but there's no need to rush the game in one day.

With all players acting at once, it's really a matter of who moves their unit first. (like protecting a castle or stopping a regroup)

I take the longer game over the unbalancing any day.

I've never tried Email games, but how can you play it if you cant see what your enemy does? (this goes for same turn playing too)

Also Warlords IV just isn't my type of game compared to III.

What might help if I can see the battles which enemies take, and pauses the game for all. I REALLY FUCKING HATE missing battles on my side. What's the point on playing if you cant see the action?

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Re: Multiplayer - Forced same turn?
Posted by KGB - 02 Aug 2012 23:45

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Mod3M,

Civilization 4 (or was it 3) added Simultaneous MP. It was considered a HUGE breakthrough in that

series for MP considering most games featured more than 2 players (like DLR). In a 2 player game alternating turns is OK but once you reach 3+ simultaneous is almost mandatory if you want to finish a game in 1 sitting (say 3 hours or less).

I've played quite a few alternating turn games and to be honest I find it *very* boring between turns when you can spend 20+ minutes doing nothing until your next turn and in 3-4 hour sessions you only finish maybe 10-15 turns tops. Trying to co-ordinate players for re-loads is all but impossible unless all players are your friends that you can guarantee will return to finish the game. Give me simultaneous turns every time.

BlackGaze,

I've never tried Email games, but how can you play it if you cant see what your enemy does? (this goes for same turn playing too)

I don't understand what you mean by this. Are you playing with no fog of war and no hidden map? That's the only way you could see what your enemies are doing. I didn't know anyone actually played like that.

I REALLY FUCKING HATE missing battles on my side. What's the point on playing if you cant see the action?

There is a red orb at the top of the main map area. When you are attacked by someone when it's not your turn it will be flashing. Click on it when it's flashing and it shows every battle that took place during other players turns.

That's the best you are going to be able to do.

Your other alternative is to go over to www.warbarons.com. They have a nice brower based warlords

clone that takes the best features from Warlords1-4. It's still in development but the multi-player there is all turn based rather than simultaneous and if you turn off Fog of War you can watch everything move and replay all the battles involving YOUR armies.

KGB

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Re: Multiplayer - Forced same turn?

Posted by Blackgaze - 03 Aug 2012 05:11

Civilization 4 was a much longer game as it was more slower pace. But it's more of the fact that that it was much easier to defend with due to the different gameplay system compared to Warlords III.

Warlords is heavily based on luck and you need to push if to your favour, while Civilization is more about position and a bit of luck. And the players acting at once screws up everything for Warlords.

To be fair, I have been playing 1 on 1 games, and the simultaneous MP might be pretty good with lots of players, as you said. But i'm very depressed that there wasn't an option for it, as I was excited to play Warlords III online.

What I meant by email (as I've never tried it is) is that one player takes his turn, sends his update to the other player via email... and that players makes his turn. The problem is you can't see what the enemy did and moved his units as you're both not watching the screen at the same time. I'm a big fan of Advance Wars, and the website browser game "Advance Wars by Web" (AWBW) had the very same problem of two or more people playing at different times, unable to see what the enemy did in between, not the final result.

Interesing, an browser based Warlords. I don't like the visual look, its rather offputting. But do all players play at once, at play it overtime (like emails and advance wars by web)

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Re: Multiplayer - Forced same turn?

Posted by KGB - 03 Aug 2012 09:02

BlackGaze,

If you think DLR is a lot about luck then you aren't playing it correctly. The top ladder players had

winning percentages around 90%. You can't do that in a luck based game. DLR is about hero play and bonus's.

You are honestly the only player I have ever met who wanted alternating turn based online play. I'm not saying others didn't want it, just that you are the only player who has ever posted specifically wanting to play it that way.

You are right about PBEM that you can't see what the other player did. Or rather you can't replay all the exact moves/battles for every unit. You can however see where his units currently are (if you playing with Hidden Map and Fog of War 'off') and from that you can pretty much guess what moved where.

I'm surprised you don't like the look of Warbarons. DLR graphics are very dated now and look pretty bad compared to Warbarons or other modern games. Maybe once you play it for a while you'll find it looks better.

Players play in the turn based mode that you are looking for. The only time 2+ players play at the same time is in team games where all team mates can move at once. You can leave the game open in your browser and watch other players move their units (but you do not see the actual battles unless your armies are attacked) if you want but that's not required. You can either play PBEM style (have 1+ days to take your turn) or speed games (have 1+ minutes to take your turn). I would imagine you want the speed game option if you and a friend are going to sit online at the same time.

I recommend at least giving it a try since it's free to play and see if it's what you are looking for.

KGB

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Re: Multiplayer - Forced same turn?

Posted by M0d3M - 04 Aug 2012 02:43

Blackgaze wrote:

> Warlords is heavily based on luck

Wait! What?

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