

GOG & Warlords dlr

Posted by Lord Nytram - 10 Jun 2020 22:28

I noticed warlords dlr for sale here www.gog.com/game/warlords_iii_darklords_rising

It says it works on windows 10. Given the trouble we all had keeping it going, do you know anything about this version and whether it works without modification including internet play? does it have the stormheim and K units? does it still need the -nosound switch etc

I still have the original game but was wondering if there was some point in buying this version to get back into multiplayer games?

Regards

Lord Nytram

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Re: GOG & Warlords dlr

Posted by KGB - 08 Oct 2020 04:19

The AI did not take part in simultaneous games. Those were human only because obviously the AI could finish its turn in 1 second and no human could move that fast.

How important simultaneous games are depends on 2 factors:

1) AI Strength. If your AI strength is high/good then players can have a very enjoyable experience playing solo with plenty of challenges especially if the AI has multiple levels of difficulty. In that case they are going to tend to stick around and play and eventually they will want to test their skills against other human players.

2) Turn Time in Human Games. Many new players at Warbarons would play a solo game to try things out and like the game and then sign up for player vs player and when they realized it might be days between moves (esp in a game with 6-8 players) they quickly got bored and lost interest (only really dedicated players will stay interested in games where you may only move 1-2 times in a week). Even 1v1 games where you may wait a few hours to a day between turns is a no-go for many players. This is why simultaneous games are needed so 2 or more players can meet online and finish an entire game in 2 hours or less.

KGB

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Re: GOG & Warlords dlr

Posted by Ella - 16 Jan 2021 05:37

Obviously the AI could easily adapt to the rules and participate, but whatever.

WarlordsX.com now incorporates the W3 combat rules including spells, abilities and simultaneous play. However, it's still in the debugging phase but open to skilled Warlords as I understand it.

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Re: GOG & Warlords dlr

Posted by Ella - 16 Jan 2021 05:44

Yeah, and there's random maps galore.

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Re: GOG & Warlords dlr

Posted by 065227N - 05 Feb 2021 00:59

Thanks for bringing this to my attention but it does seem to be rather buggy in its implementation - for example the map screen doesn't seem to correspond to what is actually on my screen

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