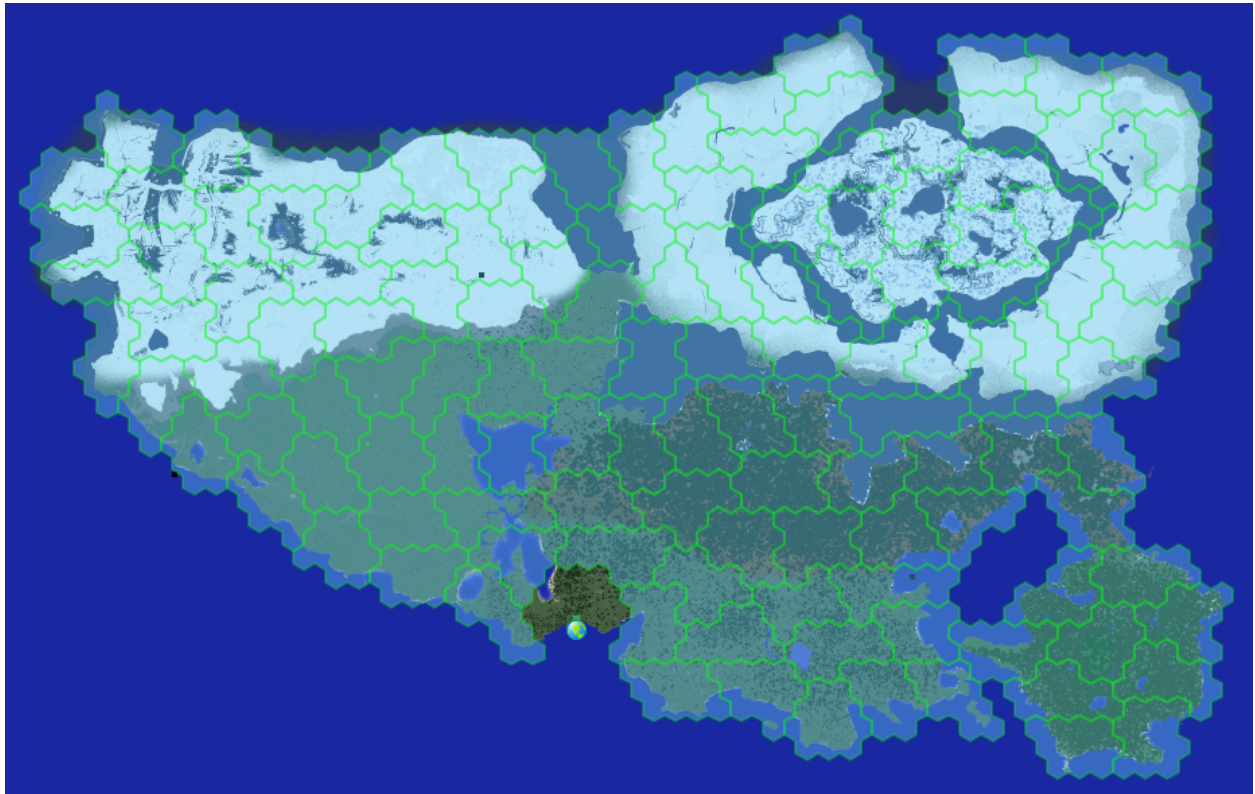


Conquest 2.0

Kalros



General Overview:

- New hex-grid-based territory system. Towns and Territories are treated the same; each town occupies a grid space now, rather than freeform placement. Placement was onerous, troublesome, and the total amount of even available territory that could be controlled was minimal.
- Existing towns will be auto-put into *one* grid and their radius will probably automatically be the entire area of the grid. As a result, towns may cost a fixed amount that doesn't go up and down.
- Town Generators (the 3x2x2 structure) will be removed and towns will now occupy a Territory Generator building (we'll add a chest somewhere within for depositing shards, etc). This may be rough for existing towns but it gives us freedom to do things like town sieging in the future, since towns will all have a proper 'structure' to be attacked, etc.
- You can now control *the whole world* (theoretically, and not including town grid points). Of course, this would be extremely hard.

- Control of a majority/minimum number of nodes in a region (moor, for example) grants a lockdown of that entire region's unique resources. IE: you don't have to own all 20 Moor nodes to control the Moor's unique resource.
- TGen's are all static points; never destroyed; only change allegiance.
- Can only control/take nodes adjacent to your own town/control.
- You can attack any node on the map to neutralize it (if controlled), but you cannot control remote/orphaned nodes; they must be linked.
- Nomads/Wanderers can attack points and neutralize them, giving new players the ability to do Conquest without having to be in a town; but they're unable to capture any points for themselves.
- Each continent has a "Fortress?" that is situated on the node closest to another continent. This is how invading other continents work. Once you control a foreign continent's fortress, you can then begin to grow out your control of that continent (excluding town grids, of course).
- **Trade Opportunities?** From time to time, perhaps a tgen node (perhaps one adjacent to a controlled node; rather than randomly in the middle of nowhere) can be controlled merely by a trade opportunity; wherein a villager/npc occupying the TGen will ask for some large sum of a resource (lots o' potatoes, for example) and will relinquish control of the node to you for that, instead of a fight.
 - Lasts 1 hour, maybe 2
 - Resource rotates every time it's controlled
 - Otherwise all tgen resources shuffle every month
 - No pvp in the 'battle zone' of a trade-based fight
- **Node Resources:** Tgens will all have some sort of resource tied to them. Controlling a region may give you buffs to industries in specific ways, or may even allow crafting a custom recipe that can only be crafted by your town if you own that region. Losing the region would also mean losing the ability to craft that item.
- **Buff Regions:** Like the Ruin of last map, each month, a number of random nodes throughout a continent will become valuable nodes to control, as owning them will give you a buff. These buff nodes last the entire month and will only change location due to:
 - A new month
 - If a town settles *on* a buff region the buff region will move respecting the following checks:
 - If the node was neutral, it will teleport to another random neutral node.
 - If the node was owned by another town (their territory), it will jump to another territory owned by that same town.
- Some example buff region buffs are:
 - Mobs ignore you throughout your entire continent, but will turn aggressive if you attack them.
 - This node generates 2 diamonds per industry cycle (additive to original tgen resource)
 - Get double drop every time you mine a daily dock block

- Biome Override (whoever controls the point embargoes the biome immediately irrelevant of how many T gens others have)
 - Double chance to behead players (on that continent)
- And required placement, though random, must respect the placement algorithm:
 - Must be at least 3 nodes away from any town
 - Cannot be within 4 nodes of any *other* buff region

The Literal Changelist:

AKA What has changed as a result of c2

- Towns have no radius. They exist entirely in their region and that is their permanent town protection.
- TGen's are fixed, permanent; they do not explode, they only change allegiance.
- All TGen's have an inhibitor nearby. Stand on the pressure plate to activate fights now.
- Gen schematics are gone, you now fight a tgen to claim your town.
- TGen's all have a portal built-in, so your town will have a portal upon startup. You can still define your own if you want to.
- "Strong Protection" is gone (the 50 block auto-territory that towns all have now).
- People can /sethome one block outside of your town protection
- Towns have a fixed cost; everybody's town costs the same. For each additional territory you own, your daily town cost will rise.
- Daily attacks reset 24h after their individual time, rather than everybody's reset at one specific server time.
- Modules no longer just deactivate when their lamp is overloaded; they're destroyed entirely. This will leave a clean TGen for attackers to populate if they win and defenders will need to replace any lost modules if they win the defense.
- You can now only be hit by golems once a second, regardless of how many are hitting you (somewhat similar to normal Minecraft mechanics).
- Inhabs are no longer used to return to home/spawn. Whoever owns the TGen at the end of the fight has 5 minutes after the fight's over to use the TGen's natural town portal to return to spawn.
- Any town/alliance that owns 20% of a biome's TGen's or more will *control the biome*, and thereby has automatic embargo control over that biome's unique resources.
- Towns **always** count as adjacent nodes regardless of being allies/enemies.

Bugs/What's Left

*(**Bold** means test):*

- **Save schematic of crypts house and regenerate**
- When doors blast open (all lamps killed) Inside door pressure plates don't delete (outside ones do) They should both delete

- Inhib should blow up more dramatically
 - Core should explode upon killing it, dealing huge damage to any inside when it blows (like how T gens currently blow up) this would push players outside to see banners and fireworks and rushing out is fun too.+
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- *Some sort of command that warps you to towns room if you are in spawn (should be explained somewhere)*
- **Inhib times increase with distance from town and if on another continent and if adjacent to another town.**
- **In an alliance, closest town to the fight is the metric for the length of reinforcement timer.**
- **Intro-kit becomes “Keep on Death”, not soulbound.**
- **Towns opt-in to receive new members, new players can click [Join Town] on towns that have this ON and HAVE A MEMBER ONLINE and have AT LEAST ONE CLAIMABLE ZONE**
- **Attack an ocean inhib as usual, becomes your home base. If you lose it for 24h you lose ALL your nodes on that continent.**
- **5 attacks a day still, but only max 2 foreign**
- ~~400—800 in ELO swing gap~~
- **Alts will be no longer allowed**
- **New beacon mechanics**