

## Chat-Mitschnitt vom 31. Juli 2014

- (20:28:05) **System**: *SSV-Klaus betritt den Chat.*
- (20:28:09) **Lordaniel**: yes - in my first game AiA1 it was Goldwing - same party as I remember
- (20:28:14) **SSV-Klaus**: hello all
- (20:28:14) **System**: *Xeres\_van\_Tavor heißt jetzt (Aleks).*
- (20:28:17) **Djohnson1**: that makes me think of ROI or Crown of Avalon, Xeres
- (20:28:19) **Lordaniel**: Hi auch
- (20:28:20) **(Aleks)**: hi klaus
- (20:28:26) **Djohnson1**: hi Klaus
- (20:28:32) **dragonpride**: I think Master of Light
- (20:28:43) **Djohnson1**: good choice
- (20:28:46) **dragonpride**: Helli all
- (20:28:53) **(Aleks)**: Dj thats exactly where I got the name from 🤔
- (20:28:57) **System**: *Ethelberth betritt den Chat.*
- (20:29:10) **Djohnson1**: Good to know Aleks
- (20:29:13) **Ethelberth**: Guten Abend
- (20:29:13) **Lordaniel**: regarding factions - my favorite as I will play a small position will also be Masters
- (20:29:22) **SSV-Klaus**: hi Ethelberth
- (20:29:24) **Djohnson1**: light or Dark?
- (20:29:32) **Djohnson1**: Hi Ethel
- (20:29:37) **Ethelberth**: Hi
- (20:29:38) **Lordaniel**: not sure about it
- (20:29:51) **(Aleks)**: hi ethel
- (20:29:53) **dragonpride**: more light than dark
- (20:30:12) **Djohnson1**: interesting
- (20:30:21) **Djohnson1**: from a desiners viewpoint
- (20:30:29) **Djohnson1**: designer's
- (20:30:57) **SSV-Klaus**: to remember you all, the chat text will posted tomorrow at the Wolkenburg as pdf file
- (20:30:57) **Djohnson1**: Ask me anything about BTR or joining BTR1!
- (20:31:25) **(Aleks)**: yeah so no secrets in chat 🤔

(20:31:41) **Djohnson1**: Light = basher type position, people more familiar with

(20:31:41) **SSV-Klaus**: exact

(20:31:57) **Djohnson1**: Dark = more covert, trickier to play?

(20:32:14) **Lordaniel**: I still would like once to play aan assi with an HC, who really can do things against others HC after 1-2 years playtime - but I do not really see it playable like this - but maybe it is in this module

(20:32:46) **dragonpride**: Had not that much time to read all the module, because of moving. But they stayed in mty head

(20:32:48) **SSV-Klaus**: difficult, because of the base prestige of the target

(20:32:52) **Djohnson1**: there is an option to give a playable assassin in the Masters

(20:32:57) **Ethelberth**: how is the timetable? I ll be on hollydays for the next two weeks. I am afraid that is a problem for the team-finding process...

(20:32:58) **Lordaniel**: yes - the root problem

(20:33:11) **System**: *Partheon betritt den Chat.*

(20:33:21) **SSV-Klaus**: hello Hans

(20:33:24) **Partheon**: Hi!

(20:33:30) **Lordaniel**: hallo nochmals

(20:33:50) **Djohnson1**: Hi Ethel, you can Pledge before Monday 4th August and give us choices of faciton you want and we would try to slot you a suitable team!

(20:34:00) **Djohnson1**: Hi PArtheon

(20:34:04) **dragonpride**: And bashers are my favorit

(20:34:08) **Ethelberth**: ok

(20:34:11) **Lordaniel**: would be nice if (wer ist noch da) also refresh without hitting F5

(20:34:11) **Ethelberth**: Hi

(20:34:14) **Djohnson1**: Partheon = Hans?

(20:34:20) **(Aleks)**: yeah

(20:34:27) **Djohnson1**: ok

(20:34:29) **Lordaniel**: yes

(20:34:58) **Partheon**: Yes, Hans Schwentner, we have more than one Hans inside!

(20:35:27) **Djohnson1**: I did wonder if there was more than one Hans!! 🤔

(20:35:43) **Djohnson1**: Remember ask me anything about BTR

(20:35:46) **Partheon**: I am the older one!

(20:36:03) **dragonpride**: well, all call me hhw

(20:36:32) **Lordaniel**: I guess the questions come when the game starts - although that may be a little late for some

(20:37:15) **Djohnson1**: Well questions tonight about joining!

(20:37:17) **Ethelberth**: i love the different kind of faction for different style of playing

(20:37:18) **Lordaniel**: but as you just wrote - so it would be a good idea to send you by now already a mail with favorite factions for the setup?

(20:37:18) **(Aleks)**: probably for most

(20:37:42) **Djohnson1**: 32 ssv places reserved until noon monday 4th Aug

(20:37:57) **Djohnson1**: then any reamining spaces open to ALL

(20:38:02) **(Aleks)**: how many are allready filled?

(20:38:09) **Djohnson1**: would love as many SSV players as possible

(20:38:12) **Ethelberth**: how many ssv players has pledged already?

(20:38:25) **Djohnson1**: I think about 6, but Klaus knows

(20:38:31) **SSV-Klaus**: 7

(20:38:48) **Lordaniel**: and do you think -(I do not believe that now really many more from SSV join - maybe a few) the game will be full?

(20:38:50) **Djohnson1**: so that is about a 1/4 of your reserved places

(20:38:53) **(Aleks)**: ok thats disappointing

(20:39:01) **Ethelberth**: are there enough hq-players to fill up the 64?

(20:39:04) **dragonpride**: not that many

(20:39:25) **Djohnson1**: I am not sure how aware you were all of the initial launch deadline?

(20:39:33) **(Aleks)**: headquater players?

(20:39:34) **Partheon**: .. test ..

(20:39:54) **Ethelberth**: HarleQuin-players

(20:39:56) **Djohnson1**: HG players over full

(20:40:15) **Lordaniel**: you should launch new modules more often - hehe

(20:40:16) **Djohnson1**: so some are on a waiting list, to be joined after mon 4th at noon

(20:40:32) **(Aleks)**: high quality was also possible 🤔

(20:40:47) **Djohnson1**: We knew that would happen and wanted time for SSV players to join if they wanted to!

(20:41:23) **Lordaniel**: in that case Hans you should pledge for their side - ohh sorry - full already 🤔

(20:41:25) **Djohnson1**: HG player have not had a new module for ages, so this was always going to fill up, we did not even really advertise it

(20:41:43) **Partheon**: Which Hans?

(20:42:02) **Lordaniel**: lol - the Schwenter of course

(20:42:09) **Djohnson1**: But we would like an International Game! with players from HG and SSV involved

(20:42:55) **Partheon**: I am sorry, but I even didnt read the module. Today it's my first possibility to join the chat for months. 🤔

(20:43:36) **Djohnson1**: Ahhhhhh, I think its beautiful, but then I wrote lots of it! ❤️

(20:43:46) **Lordaniel**: this is something I do not really understand - on your site I always "only" read about an international game - but often I read discussions about a champions game - why did this came up?

(20:44:11) **Djohnson1**: We do not use the term Champions Game anymore

(20:44:13) **SSV-Klaus**: champions game comes from my side

(20:44:22) **Djohnson1**: We now use International Game

(20:44:22) **Partheon**: And many of my favorite team-players don't want to join, that's a difficult way to get interest into the game..

(20:45:05) **Djohnson1**: used to mean SSV, USA (midnight Games), OZ, and HG(UK) would form teams and fight

(20:45:09) **Partheon**: I don't like the term champions game, too. 🤔

(20:45:11) **(Aleks)**: so cg = ig but the frase has changed, why?

(20:45:45) **Djohnson1**: now we prefer all mix in, form the teams you want, but from players around the world together, mixed, if you want

(20:46:34) **(Aleks)**: ok, didn't know you havn't had a new module for quite a long time

(20:46:40) **Lordaniel**: international game for me means that there is not favorite to form factions of one or the other country and contest, but just mix up or not - just how players prefer

(20:46:44) **Djohnson1**: Because of what I said above

(20:46:47) **(Aleks)**: hasn't Klaus sold you any 🤔

(20:47:04) **SSV-Klaus**: sold? 🤔

(20:47:12) **Partheon**: I would prefer an international game/team but just now I am a bit legends-tired, and as mentioned above, ssv-players did have many opportunities to join new modules..

(20:47:13) **Lordaniel**: he should - definitely

(20:47:16) **SSV-Klaus**: they can have them for free

(20:47:29) **SSV-Klaus**: but I dont translate them

(20:47:36) **(Aleks)**: bad bussines Klaus 🤔

(20:47:44) **SSV-Klaus**: no, logical

(20:47:55) **Djohnson1**: Partheon, use it as an opportunity to play with new players! 🤔

(20:47:59) **(Aleks)**: yes of course just kidding

(20:48:05) **Lordaniel**: ask for a "little" translation fee - and use google 🤔

(20:48:24) **Djohnson1**: I have done that in CoC 26 and has been good fun!

(20:48:25) **(Aleks)**: dj that also something I'm afraid of 🤔

(20:48:39) **(Aleks)**: new players mean new risks

(20:48:39) **SSV-Klaus**: you dont know the messages ingame, and you dont know how the messages are IN the game

(20:49:01) **Partheon**: I know some players outside SSV. I even had the chance to play with edi years ago (but at this time didnt know his real identity).. 🤔

(20:49:02) **(Aleks)**: at least on my side

(20:49:07) **Lordaniel**: sure - and it seems I do not want to know

(20:49:24) **Djohnson1**: omg Partheon, I played with him once

(20:49:37) **Djohnson1**: It was literally INSANE looking at his turns

(20:49:56) **Djohnson1**: he did so MUCH every turn!

(20:49:59) **Partheon**: thats my experience, too! ❤️

(20:50:10) **Partheon**: But he left a chaos behind him..

(20:50:15) **Djohnson1**: 🤔

(20:50:23) **Djohnson1**: who knows.....

(20:50:51) **Lordaniel**: but anyways - although I am also quite sure - as it is new - that it will be unbalanced (hopefully not too much against me), I would like to play in a game with 64 players

(20:50:55) **Partheon**: conquering everything but no way to put pops together at one location..

(20:51:35) **Djohnson1**: I think we will reach or be close to 64 players!

(20:52:08) **Lordaniel**: and here comes a question to my mind - do you have the same rule about setups, that you try to give every one if possible its own startup area?

(20:52:35) **Partheon**: Sure close to 64, but not that many ssv-players as hoped..

(20:52:58) **Djohnson1**: After monday 4th, if not full, we will mailshot players telling them about BTR1 and I think it will then FILL! so spread the word, joining BTR before then!

(20:53:15) **Partheon**: 😊

(20:53:18) **Djohnson1**: no we would like MORE SSV players, really really!

(20:53:57) **dragonpride**: Klaus started a new

(20:54:07) **Lordaniel**: as I already wrote in the forum - I think for most it is real time issue (with what is already played) and maybe the 10 day turns

(20:54:17) **Partheon**: We had some mailings off the list and only one/two of my favorite team mates consider joining the game.

(20:54:28) **dragonpride**: woa not long ago...bad timing

(20:54:44) **SSV-Klaus**: woa = Warlords of Anjora

(20:55:05) **Partheon**: my favorite module..

(20:55:07) **(Aleks)**: me too so no second new game in such a short period

(20:55:29) **Djohnson1**: yes I understand about a game starting recently!

(20:55:29) **Lordaniel**: I did not join that, because at that time I definitely had no time for more legends - so for me good timing now

(20:55:54) **(Aleks)**: when 2 positions start insanly to grow you loose track of left and right

(20:56:03) **Djohnson1**: SSV like 14 days, HG like 7 days, so 10 days is the compromise in the middle!

(20:56:12) **dragonpride**: wüa is not my module

(20:56:16) **(Aleks)**: I like 7 days as well 😊

(20:56:36) **(Aleks)**: hans why not?

(20:56:42) **Djohnson1**: I play in COC26, organise the faction, so I do understand about Real Life TIme! 🤔

(20:56:54) **dragonpride**: but only at the beginning

(20:56:58) **Djohnson1**: 'I' actually like 14days

(20:57:14) **Lordaniel**: well - if 7 days - I think I will always start hero or adv. but no pop

(20:58:08) **Partheon**: Most of them don't have time to play another game, some of them have to think about money, some of them (like me) are a bit tired of playing and will concentrate on one game..

(20:58:11) **Djohnson1**: when you RUN at faction, 14days lets to plan and organise!

(20:58:40) **Lordaniel**: 7 days is fun at the beginning to see something is going on - but later in the game with 40 char a 1-3 towns - never ever for me

(20:59:15) **(Aleks)**: I believe 7 days keeps the players focused and on edge when the 14 day period starts everything get streched and gummy

(20:59:23) **Djohnson1**: I understand, in one game I may run a faction, in another, I am a Hero that no one ever sees, until the hood goes over their head! oops!

(20:59:50) **Partheon**: Later ingame 14 days are tough enough! I always start as adventurer, but I always end up with 40+ (have to kill my one characters..)...

(21:00:56) **Djohnson1**: Too successful

(21:01:08) **(Aleks)**: yes but isn't that what you should strife for to reach your goal maxium efficiency?

(21:01:15) **Partheon**: Someone has to do this job.. 😊

(21:01:53) **SSV-Klaus**: what do you say in this case to the limit of 150 basic orders?

(21:02:07) **(Aleks)**: sucks 😞

(21:02:08) **SSV-Klaus**: is this not "old style" in the meantime?

(21:02:17) **Partheon**: Thats my problem, I always want to play at my maximum, and then it turns to "work" not to "fun"..

(21:02:24) **(Aleks)**: this is completely old style

(21:02:29) **dragonpride**: same with me... always end with 40 charcters and a overpopulated pop-base

(21:03:17) **SSV-Klaus**: Dean, do you think its possible to think about to break off the 150 basic order limit once?

(21:03:21) **Partheon**: I hate every limit in legends: 150 base orders, 5 orders per character I hate the most!!

(21:03:43) **Djohnson1**: In time, I want to reduce that workload with better orders, like swap into a new force, 1 order for the whole legion, etc...

(21:04:10) **(Aleks)**: that would be highly appreciated from my side

(21:04:15) **dragonpride**: exactly at least the main should have 10 orders 😊

(21:04:15) **SSV-Klaus**: with an new player editor?

(21:04:17) **Lordaniel**: well - nowadays for a program it should vbe no problem to handle 1000 basic orders with no additional effort - besides corrections claimed, but who really wants to give 1000 orders. but you are right - limit makes no sense anymore

(21:04:17) **Djohnson1**: Ahhhh well you have to think about balance and power

(21:04:24) **SSV-Klaus**: 😊

(21:04:38) **Djohnson1**: yes no one wants to write 1000 orders

(21:04:43) **(Aleks)**: not that I want to make klaus poor but its sometimes boring giving all the same basic orders over and over again

(21:05:10) **Djohnson1**: so when people as fore more, I say NO, wait for us to make it possible to do MORE with less orders

(21:05:18) **Partheon**: But I want to write that many orders that I would like to do at one time. No combining over 2-3-4 turns...

(21:05:21) **(Aleks)**: character action point limit makes still sense to me 😊



(21:05:27) **SSV-Klaus**: Dean, I am sure, tehre pepole outside, who like to write 1000+ basic orders (but not in a 7 day game 😊)

(21:05:55) **SSV-Klaus**: okay, 1000 is much, but more than 200+

(21:06:02) **Djohnson1**: come and designe a module Aleks and think about balance and number of character actions, then you will SEE! 😊

(21:06:10) **dragonpride**: -----

(21:06:25) **(Aleks)**: wa hasn't reached 4th production yet and I'm already at 78 basic orders 😊

(21:06:52) **Djohnson1**: Allowing more orders may be a quick temporary fix

(21:06:59) **dragonpride**: whatt module?

(21:07:03) **Djohnson1**: would SSV players like that?

(21:07:06) **Partheon**: If everyone has the possibility to do more than 5 actions I don't see a big problem.

(21:07:10) **Djohnson1**: your chance to tell me!

(21:07:29) **Djohnson1**: I mean more Basic Orders

(21:07:30) **(Aleks)**: I actually have a lot of great ideas for new modules but I don't know if waht I believe to be interessting is technically possible

(21:07:53) **dragonpride**: a problem are transfers

(21:07:56) **Lordaniel**: well - personally I am ok with 5 actions - could also be 6 or 7, but it is ok to have a limit and more even the best hero can not do

(21:08:11) **(Aleks)**: more basic orders woul be great

(21:08:21) **(Aleks)**: so thumb up from me

(21:08:27) **SSV-Klaus**: the problem is, when a big position reaches the 150basic orders and the player is not at finish of his turn put ion, than he has to begin to delete orders for other orders... a big error sources and disappointing...

(21:08:39) **Djohnson1**: OK

(21:08:44) **Lordaniel**: but yes - basics could be opened to 1000 - and if someone wants to enter it - let it do him

(21:08:56) **Djohnson1**: Anyone else vote on more GBOs?

(21:09:13) **(Aleks)**: 5 are already fine if it would be more it would make uber charakters while the other wouldn't matter

(21:09:28) **dragonpride**: yes

(21:09:36) **Djohnson1**: LOrd, if you put it at a thousand, some players will think they SHOULD do a thousand and end up crying 🤔

(21:09:49) **Lordaniel**: 5 is ok for actions - for basics open it up to whatever - no limit the best

(21:09:51) **(Aleks)**: let them cry 😊

(21:09:59) **Partheon**: I had 98 orders with my adventur-position in WA44 last time (only having ONE additional character)..

(21:10:01) **(Aleks)**: legends is no game for crybabys

(21:10:13) **Lordaniel**: so no limit for basics and no one is crying

(21:10:14) **Djohnson1**: You are so STRONG!

(21:10:33) **(Aleks)**: yes hans even at small positions basic orders can get short

(21:11:24) **Lordaniel**: well, transferring every single TG takes its time (and orders) 🤔

(21:11:35) **Partheon**: My experience with limits: "Better" players will still be better, but it takes a few months longer to reach the goals..

(21:11:56) **dragonpride**: you should be able to transfer more different items with one order

(21:12:20) **Partheon**: And some of the limits are in game to "protect" less experienced players.. 😊

(21:12:38) **SSV-Klaus**: or ylu can say "transfer from item id# to id#"

(21:12:53) **(Aleks)**: yeah and some "default" Force settings like masked, loss percentage, charakter assignment etc...

(21:12:53) **SSV-Klaus**: ylu = you

(21:12:54) **Lordaniel**: yes, that would also be a nice improvement, if I would have to transfer 10 items, I would prefer to do it with one order

(21:12:58) **Partheon**: And I am not talking about 150-orders-limit..

(21:13:00) **System**: *Ethelberth wurde ausgeloggt (Timeout).*

(21:13:11) **(Aleks)**: good idea klaus

(21:13:14) **Djohnson1**: that is a good idea klaus

(21:13:18) **dragonpride**: something like that

(21:13:23) **System**: *Ethelberth betritt den Chat.*

(21:13:28) **SSV-Klaus**: (its not from me, its from Harry)

(21:13:39) **Djohnson1**: Hary = Good  
(21:13:50) **Djohnson1**: get him to play!!!!!! BTR1  
(21:13:55) **(Aleks)**: well even if harry is not here yet I'll congratulate him as well  
(21:14:14) **Partheon**: It's not only from Harry, but he mentioned it first in a discussion at Graz or in the chat..😄  
(21:14:20) **dragonpride**: God only with one o  
(21:14:21) **SSV-Klaus**: he is busy with his realy life work  
(21:14:29) **SSV-Klaus**: real life  
(21:15:02) **Djohnson1**: RL not important (joke) 😄  
(21:15:14) **(Aleks)**: well then i contratulate everyone who had this teriffic idea all by himself  
(21:15:25) **Lordaniel**: special if you know that my name is Roland Leitner (RL)  
(21:15:30) **Partheon**: RL life is not that important, but the RL Wife is important!  
(21:15:47) **Lordaniel**: yes, my wife is important .-)  
(21:15:53) **(Aleks)**: hans you mean the house dragon?!? 😄  
(21:16:06) **SSV-Klaus**: sssst  
(21:16:07) **Partheon**: You know her?  
(21:16:23) **(Aleks)**: no but mine and its evil I tell you  
(21:16:29) **Lordaniel**: And Hans, I will remember the next meeting in Graz your comment about my life  
(21:16:43) **Partheon**: wife or life?  
(21:16:59) **Partheon**: 😄  
(21:17:02) **Lordaniel**: hmm - both 😄  
(21:17:16) **Lordaniel**: but a beer and all my be good again  
(21:17:34) **Partheon**: one?  
(21:17:50) **(Aleks)**: btw am I the onlyone from germany here?  
(21:17:57) **Ethelberth**: no  
(21:17:59) **Partheon**: never mind..  
(21:18:13) **Djohnson1**: Ohhhhh I am staying very quiet now in case and Wives read the pdf  
(21:18:27) **(Aleks)**: havn't had a legends meeting since I was in vienna 2008?!? where I meet hans and klaus  
(21:18:30) **Djohnson1**: or husbands!  
(21:18:31) **Ethelberth**: <= Magdeburg

(21:18:33) **Lordaniel**: so the next topic - my Baby Valentina is now old enough to let her alone for one night here and take a trip again to meet you in Graz, Klaus - what about a meeting during week in foreseeable time?

(21:18:57) **Partheon**: Some meetings Graz but Vienna seems to be out of range..

(21:19:01) **(Aleks)**: crap magdeburg isn't around the corner from karlsruhe 🍷

(21:19:04) **SSV-Klaus**: next meeting ist August 22th

(21:19:14) **Djohnson1**: We should have a meet with HG and SSV GMs/Players

(21:19:14) **System**: *Alarion betritt den Chat.*

(21:19:17) **Djohnson1**: and BEER

(21:19:20) **Alarion**: hallo allerseits \*wink\*

(21:19:20) **SSV-Klaus**: hello Harry

(21:19:22) **Lordaniel**: really - did not read about it so far

(21:19:26) **Partheon**: yessas the harry..

(21:19:46) **Ethelberth**: Guten Abend

(21:19:50) **Djohnson1**: hi Harry

(21:19:54) **(Aleks)**: dj that would be nice

(21:19:55) **SSV-Klaus**: we make it yesterday fix

(21:20:05) **Alarion**: na servas da hans

(21:20:11) **(Aleks)**: hi harry

(21:20:13) **Lordaniel**: hmm - just check - and sorry - think that friday no chance to come 🙄

(21:20:18) **Djohnson1**: would take planning but would be very good

(21:20:18) **Lordaniel**: Hi harry

(21:20:29) **Alarion**: hello everybody

(21:20:47) **Partheon**: Fixed my participation and booked a room within a few minutes, after that I informed the house dragon about an importing meeting..

(21:21:04) **Lordaniel**: just for planning for a next meeting - for me Monday to Thursday much easier for coming to Graz

(21:21:23) **SSV-Klaus**: (make me a note)

(21:21:43) **Lordaniel**: but there is a very small chance - (not informing house dragon)

(21:21:57) **Alarion**: wow, prominent guests from the english-speaking part of the world! welcome 🤔

(21:22:12) **(Aleks)**: thank you harry thank you

(21:22:13) **SSV-Klaus**: yes, its Dean (aplause)

(21:22:20) **Lordaniel**: clapp

(21:22:26) **Djohnson1**: here to answer any questions on BTR and just chat ask questions

(21:22:26) **Alarion**: hello dean \*clapp clapp\*

(21:22:28) **(Aleks)**: me clapping too

(21:22:37) **Djohnson1**: how does harry feel about more GBOs?

(21:22:45) **Partheon**: Back to the module: I prefer playing my main as a slayer and it's a MUST to play my sidekick as thief, are there any preferences in the game??

(21:22:57) **SSV-Klaus**: does he know, what GBO is? 🤔

(21:23:00) **Alarion**: sorry, what mean 'GBO'?

(21:23:05) **SSV-Klaus**: hehe

(21:23:05) **Alarion**: no 🤔

(21:23:10) **SSV-Klaus**: basis orders limit

(21:23:14) **SSV-Klaus**: 150

(21:23:22) **Lordaniel**: just say unlimited

(21:24:07) **Djohnson1**: If only you could setup as Arbanne main and Keyshan secondary!

(21:24:09) **Alarion**: okay... unsure. perhaps more (200?), but not unlimited. the difference between small and big positions, bad and good players would only became worse

(21:24:26) **Lordaniel**: just for the must - masters faction - bad

(21:24:38) **Djohnson1**: yes my feeling on Unlimited as well

(21:24:39) **Partheon**: 🤔

(21:24:44) **Djohnson1**: 200 maybe

(21:25:06) **Djohnson1**: I originally argued Edi into increasing it up to 150!

(21:25:18) **Djohnson1**: I think that was a doubling from 75

(21:25:18) **Alarion**: and as legends is very time-consuming... even more base orders would bring even more time-need

(21:25:21) **Partheon**: Why should it get worse? If I am not able to do it with 200 orders, I will need 250...

(21:25:51) **Djohnson1**: People like Edi and Andreas would do insane things with 1000 basic orders

(21:26:03) **Alarion**: correct

(21:26:09) **(Aleks)**: yes but only for healing my characters I allways need 20 U1

(21:26:29) **(Aleks)**: so 50 more orders isn't really much

(21:26:29) **Partheon**: Balancing with limits is not the goal.., players should increase their possibilities..

(21:26:32) **Alarion**: you heal your characters by dropping items? cool! ;-)

(21:26:39) **SSV-Klaus**: how often are you at the limit of 150 orders and need 10 oder 15 more? And than? Delete this order... oh, no, this, or this...

(21:26:39) **Ethelberth**: i think, more GBAs can safe time -you don t have to think so much.

(21:26:53) **dragonpride**: try spells

(21:26:54) **Lordaniel**: if you have to optimize 250 orders into 200 - it just takes long anying time, but in the end I do not think it will help smaler/worse played if only 200 and 250

(21:27:31) **(Aleks)**: yes I drop useless suff helps me heal with empathic selfcure when they reach there destination, but of course I meant u3

(21:27:31) **Djohnson1**: Ethelbeth's reason why we might do it! as a quick improvement

(21:28:50) **(Aleks)**: but optimising my turns was allways the funny part 🤔

(21:29:01) **Alarion**: more (200?) - ok. unlimited - no. this could open 'pandoras box' of players with unlimited time for 300, 400 orders. my opinion

(21:29:31) **Partheon**: So Aleks always have much fun as optimizing is necessary! 😊

(21:29:40) **Partheon**: .. has much fun...

(21:29:42) **SSV-Klaus**: are there really resources to do 400 orders?

(21:29:49) **Lordaniel**: the bigger the position - the more fun

(21:29:58) **(Aleks)**: ok unlimited would be impossible but with all adventures going on and sutff like that pressure on basic ordes has increased since legends 2

(21:29:58) **Alarion**: go the other way - make better orders for less order-need. transfer order with range, strip prisoners with id xx to yy and so on

(21:30:00) **Djohnson1**: As I say, I prefer to make better orders, do more with less or the same no of orders

(21:30:04) **Djohnson1**: yes

(21:30:11) **SSV-Klaus**: the games dont run as long as in the past (some are long, okay...)

(21:30:15) **Djohnson1**: but that is longer term, more programming fix

(21:30:26) **(Aleks)**: better orders are of course preferable

(21:30:59) **Lordaniel**: ohh - yes - lets strip all prisoners of a force in one order - costed me 50 orders in some turn lately

(21:31:03) **Partheon**: I don't make a difference between "better" orders or "more" orders. I don't like to get blocked within my turns by a limit..

(21:31:09) **Djohnson1**: Harry people say you can't play BTR 🤔

(21:31:49) **Alarion**: oh, i cant? is it forbidden for me? ;-)

(21:32:18) **(Aleks)**: no its about legends at all 😊

(21:32:26) **Lordaniel**: Harry, one the other hand - some would prefer to have you join BTR - so al balance 😊

(21:32:32) **Alarion**: i have serious time problems with another game, thats true. therefore i doubt that i will play btr1, but this is not decided finally now

(21:32:34) **Djohnson1**: not forbidden, would love you to play!

(21:33:01) **SSV-Klaus**: Harry, you have time until Monday August 4th

(21:33:01) **Djohnson1**: ohhhh join join join 😊

(21:33:06) **Alarion**: some hg-players want me to play btr1, i got some invitations. i will have to think about it

(21:33:25) **Alarion**: ups, think = think

(21:33:32) **Djohnson1**: WE would like you to play (the GMs)

(21:33:42) **(Aleks)**: its almost the same thing :=

(21:33:43) **dragonpride**: just this weekend

(21:34:02) **Alarion**: klaus, what do you think, should i play in btr1?

(21:34:10) **Lordaniel**: lol

(21:34:26) **SSV-Klaus**: you ask me?

(21:34:27) **Alarion**: dean - thank you, thats kind of you

(21:34:36) **(Aleks)**: klaus as a attorney I would advise you to answer this question with yes

(21:34:46) **Alarion**: yes, i ask you. 🤔

(21:34:49) **Partheon**: 4th of august, in this short period of time left i am not able to read the module, not even think about joining, my wife says, that i have a real life, too! And so does my boss!

(21:34:57) **Djohnson1**: I think everyone acknowledges you are a good player, will help any faction/team you join

(21:35:12) **SSV-Klaus**: ist only your decission (but when, ypou shall play only Dwarves 😊)

(21:35:34) **Djohnson1**: The he would have to be a Merchant!!!

(21:35:37) **(Aleks)**: 4th of august is quit heard as sky germany shows the finel episode of GoT's 4th season 😊

(21:35:44) **Alarion**: i read the module already, so i have time to think about it on the weekend

(21:35:46) **Djohnson1**: Or MAster?

(21:35:51) **Djohnson1**: or Mad God?

(21:35:58) **Alarion**: dwarves? a strange advise 🤔

(21:36:01) **Djohnson1**: ok lots of options 😊

(21:36:13) **Alarion**: true 😊

(21:36:13) **(Aleks)**: take mad god they will fail ultimately 😊

(21:36:13) **Partheon**: GoT is a reason \*sights\*

(21:36:30) **SSV-Klaus**: when I ask me, if you shall play, afterward you mostly play Dwarves...

(21:36:52) **Lordaniel**: dwarves are fine

(21:37:03) **dragonpride**: the are no dragons to pla 😊

(21:37:05) **Alarion**: yes, because you needed a dwarf-player in the last games i asked you (or you asked me) to play 😊

(21:37:06) **SSV-Klaus**: (oky, once, not mostly 😊😊😊)

(21:37:07) **Partheon**: but only if he is knowing how to play them after some experience.. 😊

(21:37:34) **Djohnson1**: Don't be so sure Dragonpride!

(21:37:39) **(Aleks)**: yes they are but dj while you are here what made you turn dwarfs into elves?? that was a bolt move if you ask me 😊

(21:37:42) **dragonpride**: or giants...



(21:38:22) **Lordaniel**: maybe some morphing adv. for some races?

(21:38:25) **Alarion**: if i will play i have 2-3 favorits at the moment. but the time... 10 days... crt... difficult!

(21:38:30) **SSV-Klaus**: ...but Trolls

(21:38:40) **Djohnson1**: Or did I turn Elves into Dwarves?

(21:39:02) **(Aleks)**: trolls can't ride the cool mounts you get from adventures

(21:39:02) **Lordaniel**: no - just make them look similar for humans

(21:39:05) **dragonpride**: that's definitely not the same...

(21:39:14) **Alarion**: 1 elf = 2 dwarves? 🤔

(21:39:14) **Djohnson1**: yes 10 days is a compromise turnaround

(21:39:17) **SSV-Klaus**: yes, CRT is also an arguement I hear, that some our players dont like

(21:39:22) **Partheon**: elves into orcs is the base idea (a few years ago.. LOTR..) ..

(21:39:31) **(Aleks)**: elves into dwarfes is considered an improvement but dwarfes ito elves?!?

(21:40:01) **Djohnson1**: In an International Game have to have CRT! most play options open to the players

(21:40:03) **SSV-Klaus**: a morph?

(21:40:18) **dragonpride**: what about elves into sausages?

(21:40:23) **SSV-Klaus**: CRT is stress - nothing else

(21:40:25) **Partheon**: CRT: character rolling thunder= Mehrfachkämpfe (gegen Spieler??)..

(21:40:32) **SSV-Klaus**: jo

(21:40:36) **(Aleks)**: hans this sounds digusting but acceptable 😊

(21:40:47) **Lordaniel**: elves morph to dragons (their real personality)

(21:40:58) **(Aleks)**: 😊

(21:41:03) **Alarion**: hans, v.a. auch mehrfachkämpfe gegen lairs, stress pur

(21:41:04) **dragonpride**: nop

(21:41:04) **Partheon**: read LOTR, ask about breeding, than you know.. 🤔

(21:41:08) **Djohnson1**: yes CRT hard to plan, I agree, but some see that as high level play!

(21:41:41) **dragonpride**: its very simple to plan...

(21:41:42) **Partheon**: I like CRT, if you can combine with your team mates, it's wonderful!

(21:41:44) **SSV-Klaus**: but not necessary for good playing

(21:41:53) **(Aleks)**: yes it sounds high level 10 is a number ppl usually have problems with

(21:42:00) **Alarion**: which high level? it needs only more time to organize it

(21:42:16) **Partheon**: It's IMO good playing, but it's forbidden because of players who don't know how to do..

(21:42:44) **Alarion**: or dont want to use even more time to organize it

(21:42:46) **SSV-Klaus**: you HAVE TO DO and if you dont do, you lose. Thats the problem

(21:43:03) **Alarion**: correct

(21:43:10) **Djohnson1**: yes Klaus

(21:43:21) **Djohnson1**: if in a prestige race

(21:43:29) **Partheon**: But to stop it because of some players don't want to play??

(21:43:33) **Djohnson1**: or PC race

(21:43:49) **dragonpride**: is it allowed or forbidden in BTR1?

(21:43:54) **SSV-Klaus**: mostyl other things in a game you can do, but BTR you have to do - no chance, to do not

(21:44:06) **Djohnson1**: International game is meant to have all weapons availble I think!

(21:44:38) **SSV-Klaus**: it is not my sighting of a Legends game, specialy in a game with prestige gaining

(21:44:53) **(Aleks)**: don't know remembers me of old ROI days would you allow location teleport as well?

(21:44:58) **Alarion**: that is also my point of view to crt.

(21:45:15) **Djohnson1**: there are other routes in BTR as well though!

(21:45:43) **Partheon**: I do agree with prestige gaining (that's to much), but I am not amused about delaying conquering lairs..

(21:46:23) **Lordaniel**: Just to be sure - CRT does not mean more fights against NPC monster per turn - just char movement - right?

(21:46:24) **Djohnson1**: delaying?

(21:46:27) **SSV-Klaus**: I remember a phone call, where a player nearly cry, please help me, my 10th battle going wrong, because I do an error in the btr row... crazy, really crazy

(21:46:45) **Djohnson1**: it means more fights Daniel

(21:47:09) **SSV-Klaus**: CRT is multiple fighting!!

(21:47:29) **(Aleks)**: klaus are people still salling you that much?

(21:47:31) **Lordaniel**: ok - so - yes - I do not like it too. - I is a must to if it is allowed.

(21:47:36) **Partheon**: if i make a mistake i have to deal with it, no corrections for extensive plannings.. 🤔

(21:47:43) **Alarion**: you fight, teleport in the force of a friend. he move you against another lair. at production you transfer in the third force of the next friend, again attack. and so on

(21:47:44) **Djohnson1**: I have written a HOWTO CRT document on the HG website

(21:47:59) **Djohnson1**: English I am afraid!

(21:48:30) **dragonpride**: that's no problem

(21:48:48) **SSV-Klaus**: the map was empty in... 4 productions

(21:48:52) **Djohnson1**: its only difficult because you have to think ahead to co-ordinate with other players

(21:48:57) **Alarion**: you can like crt or not, both is okay. i dont like it due to the mentioned reasons. therefore the allowed crt in btr1 is for me a argument against playing in this game.

(21:48:59) **(Aleks)**: I'm happy it was banned in our games lordaniel said if its allowed you are forced to do it, doesn't make much sense to me

(21:49:07) **SSV-Klaus**: ad than ..have fun 😊

(21:49:17) **Partheon**: I liked CRT in the modules it was not forbidden. You had to plan more and to play together..

(21:49:39) **dragonpride**: correct

(21:49:43) **(Aleks)**: yeah like the SOP we played together, that was a crappy game

(21:49:56) **(Aleks)**: I believe we played troll king

(21:50:44) **Djohnson1**: CRT favours teams, International game is about TEAMS, thus CRT is in!

(21:50:53) **Djohnson1**: does that make sense?

(21:51:03) **dragonpride**: yes

(21:51:10) **(Aleks)**: somehow

(21:51:24) **Alarion**: its a hg-game and of course i accept the decison to allow crt. but i must not like it. 🤔

(21:51:25) **Partheon**: I like planning this way. To stop it it's like to tell a chess player: your queen can only move four squares because you plan to much in advance..

(21:51:37) **Djohnson1**: Of course if you are a Mad God priest, what do you care about CRT?

(21:52:01) **(Aleks)**: as a fact chess rules where changed over the years a lot of times

(21:52:07) **Djohnson1**: there are factions that don't care about CRT

(21:52:25) **(Aleks)**: the king had once the ability to move like the queen

(21:52:27) **Alarion**: true. a reason to choose one of this factions 😊

(21:52:42) **Alarion**: this = these 😊

(21:52:49) **Partheon**: So maybe chess rules did change because of the lack of understanding how to play with the given rules?

(21:53:05) **dragonpride**: don't think so. Each faction will need crt if all others do it.

(21:53:09) **Alarion**: or to improve the game? 😊

(21:53:14) **(Aleks)**: no they changed because they made no sense

(21:53:17) **Lordaniel**: CRT is something you need others that are willing to help you, otherwise you have no chance to have your hero ready for a clash. and it is a must. If I for example play a basher I want to have a real chance to win a clash if some exists, like some others in my faction too and in others of course as well. If I now play with new ones and the others already know each other, I have to ask every turn if they help me (hopefully I find someone) and if not - fun is out of me and I for sure will soon quit. So better no CRT for me. But lets see how this will be in BTR1. Maybe better I do not choose a basher position.

(21:53:28) **SSV-Klaus**: oops

(21:53:32) **Partheon**: Chess rules changed during the way of the game from india to europe..

(21:54:17) **Alarion**: a speech, a speech, nice! 😊

(21:54:36) **Lordaniel**: Thanks - hehe

(21:54:44) **Djohnson1**: wow, a speech!

(21:54:47) **Alarion**: by the way, i fully agree to this impressive speech 😊

(21:54:57) **(Aleks)**: not only here they changed as well thats why you have en passante today

(21:55:13) **Partheon**: Most of the SSV players dont care/know about CRT, so it would be a disadvantage to play with it. It takes too much time to explain! 🤔

(21:55:30) **Alarion**: it takes too much time to do it!

(21:55:46) **Ethelberth**: I think crt is only allowed for pvp in btr?

(21:55:50) **Alarion**: and all are forced to do it if they want to stay competitive

(21:56:41) **SSV-Klaus**: explain is easy, to do is a time consumer.

(21:56:49) **Djohnson1**: <http://www.harlequingames.com/articles/artrol.html>

(21:57:14) **Alarion**: and if all players in a hero's-faction will do it this will become really time-consuming

(21:57:16) **Partheon**: Thats true. to stay competitive you have to.., but the other way: why did we ban it? Only because of players who were not able to follow..

(21:57:17) **SSV-Klaus**: and if an error, its frustrating., not only one, the whole group

(21:57:43) **dragonpride**: not really. if one in the factionn focuses on crt that will work easily

(21:57:51) **Djohnson1**: but it promotes team/co-operative play!

(21:58:00) **Alarion**: hans, you only have to read the reason we mentioned here 🤔

(21:58:00) **Partheon**: So we have to ban a strategy because of players not understanding the way to do..?

(21:58:26) **SSV-Klaus**: Dean, in your explanation I miss the standing order transfer

(21:58:39) **(Aleks)**: I makes sense that it was banned as wenn as "trainings camp" attacking forces of allied players with a minimum amount of soldiers to trigger a battle ...

(21:58:50) **Partheon**: Harry, I mentioned it before your joining: I dont like ANY limits ..

(21:58:55) **Djohnson1**: we only ban it to make the timescale of the game longer

(21:58:59) **Djohnson1**: really

(21:59:39) **Alarion**: and why should only one in a faction concentrate in crt? which one? the experienced one, for his personal profite? what about other players in the faction? what if

all want to use crt? still good and easy to do? i heavily doubt this.  
crt is especially an advantage for the chiefs of a faction

(22:00:10) **Alarion**: hans, i mentioned before, i accept your opinion, but i dont have the same opinion in that case. that may happen. 🤔

(22:00:25) **SSV-Klaus**: <End of the official chat>