



Planets Con 2017

State of the Nuniverse

Big Beefer - Year 0080 (2017-08)

Topics

- Year in Review
- Horwasp Update
- Level Editor
- New Stuff!
- Emork's Legacy
- Future Plans

Year in review - 2016/2017

(10 months since last con)

New Developments

- Wandering Tribes Games
- Lorean Temporal Lance
- Emork becomes Emperor - AGAIN!
- Crystalline Confederation dominating high level games
- Horwasp Alpha 2 Update
- Wormholes Added
- Level Editor - First Edition
- Community Mentoring

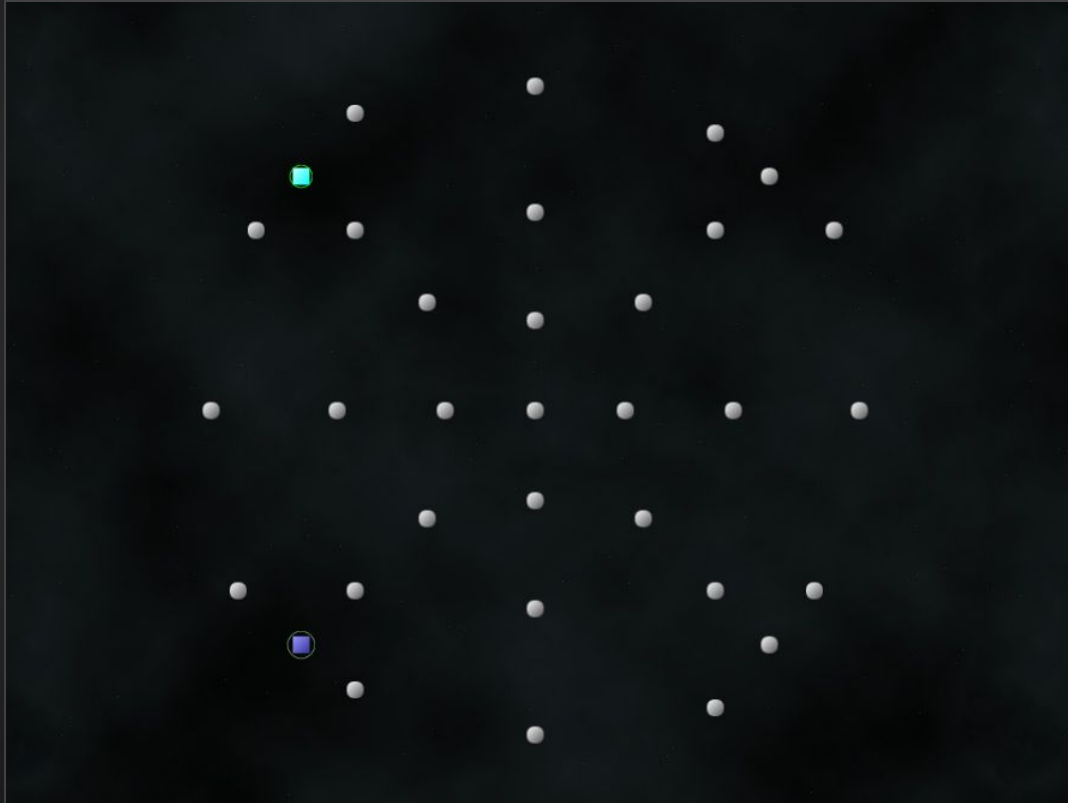
Horwasp Update

- More balanced after Alpha 2 - but not there yet
- Still too strong in early stages - especially in low level/intermediate games - but can now compete in late stages

Beta 1 Update

- Significantly increased cost for Broods/Jackers
- Theme Song

Level Editor



Level Editor

- The first edition is working and can allow many new types of games to be created.
- 20 working user created scenarios already exist

Next Steps

- Allow full publishing of levels and save player results.
- Ease of use improvements for the editor, more event options.

New Stuff!

- Player created scenarios available as multi-player games
- Birdmen - Cloak and Intercept mission becoming a standard advantage
- More accurate mine sweep preview
- Documentation added to in-game assistant






Expanded Combat RNG

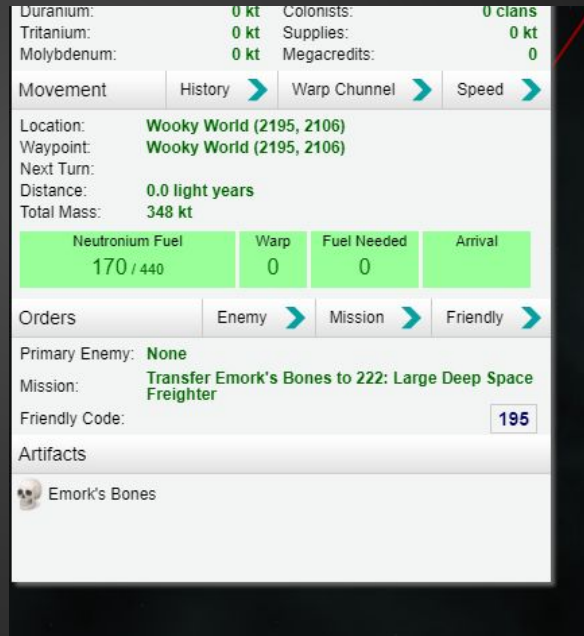
- Available as optional setting, initially only for custom games
- Based on widely used Mersenne Twister algorithm, layered on top of the classic planets RNG tables
- Eliminates issues from cycles in the tables, while preserving other strategic aspects (left side advantage)
- Results deviate some from classic RNG, but overall seem fair ([Comparison Data](#))
- Additional tools added to simulator

Emork's Legacy!



Emork's legacy consists of 5 indestructible artifacts:

- Bones 
- Flesh 
- Blood 
- Spirit 
- Mind 



Duranium: 0 kt Colonists: 0 clans
Tritanium: 0 kt Supplies: 0 kt
Molybdenum: 0 kt Megacredits: 0

Movement History > Warp Chunnel > Speed >


Location: **Wooky World (2195, 2106)**
Waypoint: **Wooky World (2195, 2106)**
Next Turn:
Distance: **0.0 light years**
Total Mass: **348 kt**

Neutronium Fuel	Warp	Fuel Needed	Arrival
170 / 440	0	0	

Orders Enemy > Mission > Friendly >

Primary Enemy: **None**
Mission: **Transfer Emork's Bones to 222: Large Deep Space Freighter**
Friendly Code:

Artifacts

-  Emork's Bones

Emork's Legacy!



- These artifacts are buried on 5 unknown planets. Mining for minerals on such a planet can discover an artifact.
- Artifacts can be loaded on starships, transported and transferred between ships and planets.
- On a planet all artifacts have the same beneficial effect.
- On board a starship each artifact has a unique effect.
- If a ship holds 2 artifacts they interact and create an additional effect which is also unique for this combination.

Emork's Legacy!



The knowledge about the effects of these artifacts is lost and rumors are that these effects are powerful, but also partly situational. It might take a long time until full knowledge about Emork's legacy is restored...

Future Plans

- 3D Dev - On Hold
 - We don't have the resources to complete a full 3D client.
- More improvements to Level Editor -
Storyline creation and AI
- Academy games have been bringing in new players - shift back to more mobile development

Questions?